

HITMAN 2

SILENT ASSASSIN™



**MULTIPLE
WAYS TO MAKE
THE HIT**



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EIDOS
INTERACTIVE

HITMAN 2

SILENT ASSASSIN™

Prima's Official Strategy Guide

Michael Knight

Prima Games

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ISBN: 0-7615-3776-7

Library of Congress Catalog Card Number: 2002101883



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Assassination 101

So you want to be a hitman. Before you take your first contract, there are things any budding assassin needs to know. First off, a hitman is not a one-man army. Your job is not to kill everyone in sight, not even every enemy you see. You are being paid to assassinate a specific target only. Additional casualties, especially unnecessary deaths that could have been avoided, require a bigger cleanup by your contracting agency. They also decrease your rating as a hitman. Always try to limit your killing to the target and possibly some guards blocking your access to the target.

This chapter provides all you need to know to become a successful assassin. The first part covers the vital skills you need to operate successfully and stay alive in the process. The latter part of the chapter goes over the various parts of a mission and what you need to do during each step. Enough chatter. Let's get down to business—the business of death.



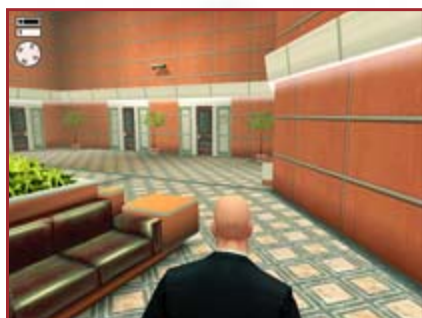
Polishing Your Skills

Whether you are an experienced hitman or just getting into the trade, it is important to make sure you have the skills to do the job. Let's take a look at each skill and see how they apply to an assignment.

Move Like a Professional

Before we get to the killing, you need to know how to move. You may have learned to walk as a toddler, but you now need to learn to move like a professional. Let's go over the types of movement and when to use them.

Walking



Walking is the most common way to move about the mission area. While you don't get anywhere too fast, you also don't attract a lot of attention.

Running

Most of the time, you should run during a mission—as long as no one is around to see you. A good place is in the sewers. Running gets you where you need to go fast. The drawback to running is that it is louder than walking and raises suspicion. If you don't want people to turn and look toward you, don't run.

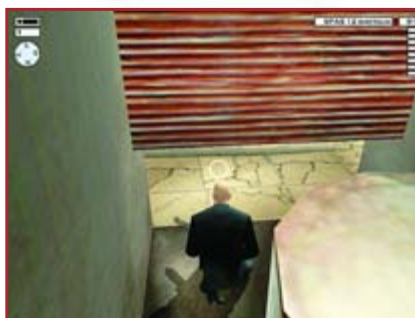


Tip



If you're in disguise, it's best to walk. While it's a great danger for someone to get a long, close look at you in disguise, it's worse if they become suspicious to see you running past and start shooting!

Crouch



The crouch allows you to hide behind obstacles such as crates or low walls. You can still move while crouched down, but not very fast.

Sneak

Sneak can also be considered stealth mode. Press the sneak button and walk to move about. Your character takes slow, deliberate steps. The advantage of sneaking is that it makes no noise whatsoever, so you can use it to come up behind someone or sneak past them.



Strafing



Strafing is a sideways movement, either left or right, which can be combined with the previous forms of movement. Strafing allows you to move to one side or the other while still facing the same direction. It is useful during a firefight—it allows you to move while still shooting at your target.

Tip



If you get into a shooting match, remember to strafe—even if you are running. Strafing back and forth makes you a harder target to hit. Strafe around corners rather than turning so your weapon is ready and aimed.

Lean



If you want to quickly see around a corner without exposing your entire body, try leaning. Hold down the left or right lean button and take a peek.

Tip



While leaning can be helpful, you usually don't need it to see around corners. Instead, while in third-person view, rotate around while hiding behind a corner and you'll be able to see what's on the other side.

If you double-tap the lean button, your character will do a far-reaching lean that's great for popping out from behind a corner and shooting.



Tip



If you're not sure what's on the other side of a door, look through the keyhole before opening it. There is nothing worse than picking a lock and then walking into a room full of enemies who are all ready to kill you.

Up Close and Personal

Much of your trade relies on getting right next to a target or opposition and taking it down. Some methods are completely silent while others generate some sound.

Fiber Wire



Knowing how to use the fiber wire is part of being an assassin. It is completely silent; the target dies without being able to shoot at you or sound an alert. The key is the approach. You must sneak up on your target from behind.

Press the fire button and hold it down to get the fiber wire ready, then release it when you are in position right behind the target.



Tip



If you are trying to get a high rating for a mission, choose the fiber wire over a silenced pistol for making a hit. Since it is more difficult to use the fiber wire, you will earn a higher rating.

Anesthetic



Anesthetic works just like the fiber wire, except that it knocks out targets instead of killing them. When you attack using anesthetic, press the button when you want to attack and then keep holding it down until your character releases automatically. The more

anesthetic you use, the longer the target remains knocked out. By waiting for the automatic release, you ensure that enemy is out for the mission.

Blades and Other Weapons

Knives can be used to attack a target from all aspects instead of only from behind. When you use a knife, the target has a chance to fight back. Keep up close so guns can't be pulled on you and keep stabbing until the enemy drops. Sneak up behind a target and slit their throat for a silent kill.



There are other types of close-combat weapons, including the katana sword, a scalpel, and even a fire axe. All require you to be in close and take multiple hits for a kill.

Death from Afar

Another of an assassin's necessary skills is sniping. A sniper rifle can eliminate a target at long range. Because of this, you may not have to infiltrate a heavily defended area and should have an easier time escaping. To bring up the sniper scope, press the fire button. Press the button again to fire the weapon. The scope can be zoomed in and out.

When looking through the sniper scope, your field of vision is severely limited; therefore, keep it at low magnification to find the target—then zoom in.



Notice that the crosshairs of the scope move up and down, especially right after you switch to scope view. The motion dies down a bit the longer you stand still. To further decrease the motion, crouch down. Center the crosshairs at their highest point in motion over the target's

head. If you fire a bit early or late, you will still hit the target's body even if you miss the headshot.

Tip



If you find a good spot for sniping, no one will see you fire the rifle. After taking the shot, ditch the rifle and make your escape. You will even be able to run past guards if you are disguised because they don't know who fired the shot.

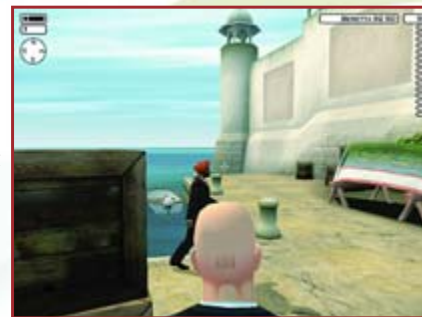
The Quick Draw

In most missions, you must move about without raising suspicion. Learn to rely on your pistols to get you out of a mess or even for a hit.



To conceal a weapon on your person, press the holster button. Pressing the button again pulls out the last weapon holstered. Therefore, if you need to quickly pull out a specific weapon, bring it out in advance, then holster it. It will be ready for a quick draw.

Pistols do not pack the punch of a rifle or SMG. Thus it's important to shoot for the head so you can kill with a single shot.



If you are in a fight and don't have time to aim for the head, aim for the body and fire two or three times to drop the enemy.

Firepower

You rarely if ever begin a mission with an SMG, rifle, or shotgun. They cannot be concealed, and usually at the beginning of a mission you want to blend in and avoid suspicion.

Tip



If you can, take a silenced pistol with you on a mission. They are handy for taking out a nosy guard who is in your way—especially if he is facing you, preventing use of the fiber wire. Use the quick draw from the holster and shoot for the head before the enemy can shoot back or cry for help.

Rifles and SMGs can put out a lot of lead with their automatic fire. They are also more accurate than pistols at medium range. Aim for the body and fire a burst to drop an enemy to the ground for good.



Shotguns are also useful, but only at close range. Because they fire in a widespread pattern with lots of buckshot, you can just aim at a target's body and fire once for a kill.

Tip



Heavier weapons like rifles, SMGs, and shotguns are best used while making your escape. If you have to use them to get to your target, your hit will be much harder if not impossible.

Disguises

If you have to shoot your way through a mission, you have already lost—even if you can take out the target and escape. In most cases, you are outnumbered and outgunned. You want to avoid a gun battle, so use disguises to get you where you want to go.

To get disguises, you usually have to kill or knock out people and take their clothing. Be sure to hide the body. If someone sees a body missing its clothing, your disguise is blown.



Sometimes during a mission you find a set of clothes lying around. This is nice since you don't have to hurt anyone or hide a body.

Even while in disguise, don't get too close to guards or enemies. If you stop right next to them, they might be able to see through your disguise and will start shooting.



Note



You can pick up a disguise off of almost every male character in the game. However, there are a few that you cannot use—usually those belonging to the target of the hit.

THE THREAT METER

This helpful meter is located in the upper left corner of the screen, below the health meter. It's all white when no one is paying attention to you. However, as you pass people, especially guards and soldiers, the threat meter begins to turn black. This means they are taking a look at you. If the meter turns red, then they are getting suspicious. The shooting starts when your meter is completely red.

The threat meter is a good indication of how well your disguise is working. There are a few things you can do to keep the threat level low. First off, avoid attracting attention to yourself. When you run around, everyone that can hear you will look. Running past a guard or soldier will often get them suspicious enough to fire. Therefore, when moving around enemies—walk. While you may be a master of disguise, soldiers and guards can often see through your disguise if you get close enough for a period of time. To help maintain your disguise without exposure, walk past enemies and keep as far a way as possible. You may have to wait until a patrolling enemy moves away, hug a wall, or walk out in the middle of the road just so you can keep as far away as possible from enemies. Also, carrying a weapon can also increase suspicion—even among civilians who may then report you to an enemy.



Completing an Assignment

No matter what your assignment is, there are five steps you must follow each and every time to complete your objectives successfully.

Briefings

Almost all missions begin with a briefing. Here, Diana at the Agency gives you your assignment and lists the objectives you must complete to finish the mission successfully. Be sure to read what Diana says carefully. It may contain clues about how you should make the hit. Also be sure you know exactly what your objectives are.



Carefully study the maps. See where you start, where the target is located, and possible routes both to and from the target as well as where you must go to exit the mission. This premission planning will help you react quickly and reduce the chance of you getting lost during the mission.

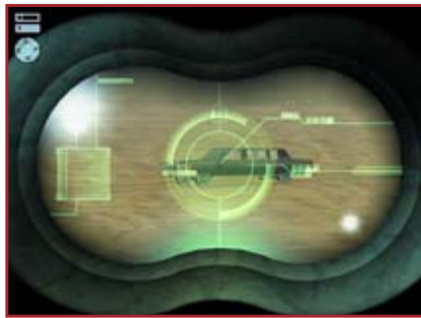
Recon



Rarely will you be able to start a mission and complete it perfectly the first time through. Therefore, when you first begin a new mission, use the time for reconnaissance. Walk around the mission area looking at people and places.

Notice where the guards patrol and look for things like lengthy stops or blind spots where you can hide.

Binoculars are great for scouting out a situation from a safe distance. Watch for guards, patrols, and pesky civilians.



Tip



It's a good idea to go through a mission at least once or twice with the sole purpose of scouting around. Once you have observed where characters are going, and where you can't go, then restart the mission and go for the hit.

Infiltration



If a client hires you, it is because the target is difficult to kill. This is often because he or she is well guarded. You often have to infiltrate a target's location, sneaking past guards or using disguises.

You can also hop aboard a truck and use it to infiltrate a base or area—driving right past the guards. The whole purpose of the infiltration is to put you in position to make the hit.

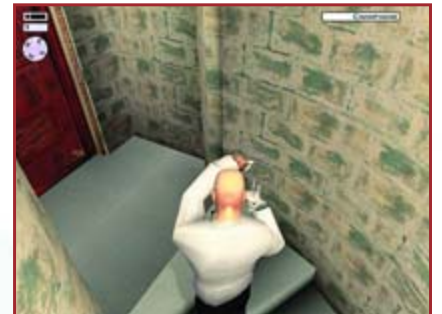


The Hit



There are a number of ways to make a hit. In fact, in some missions you can be quite creative. In addition to sniping, using fiber wire, or just shooting with a silenced pistol, you can also set car bombs.

Putting poison in a target's food or drink is also a good way to make a hit.



The Escape



After a hit, all of the guards will be very suspicious and on the lookout for you. Even if you are in disguise, you need to bug out—and fast.

Each mission has an exit point you must reach to complete the mission. Be sure you know where it is and how to get there before making the hit.



Tip



Planning your escape is just as important as planning the infiltration and the hit. A dead hitman does not get rich.



Tools of the Trade



As a hitman, you deal in death. Like any professional, you equip yourself with special tools to help you complete your assignments. Here's a look at the various weapons and equipment you can take with you on missions.

Note



You begin the game with only a few weapons. However, during assignments, you can take other weapons off of bodies or find them hidden about the area. Once you complete an assignment, any new weapons in your possession are brought back with you to the tool shed, allowing you to select them for future assignments. While you complete your objectives, look for new stuff to add to your arsenal.

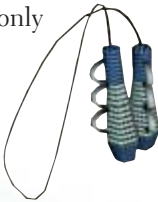


Close-Combat Weapons

A good hitman can get in close to targets and eliminate them silently. While anyone can fire a gun, it takes a trained assassin to use these close-combat weapons effectively.

Fiber Wire

The fiber wire efficiently strangles enemies. The only requirement for using wire is that you must sneak up on the unsuspecting target from behind. This weapon offers several advantages—it is silent, it leaves behind no blood, and the target, once in your grasp, can't make any noise or fight back. Furthermore, you can conceal this weapon easily and carry it through security checks and metal detectors. Using the fiber wire to eliminate a target increases your mission rating.



Combat Knife

The Combat Knife has a stainless steel blade with a serrated edge. It's standard equipment with many Special Forces groups throughout the world. While the fiber wire only works on a target from behind, knives can be used to attack an enemy from any aspect. Remember, it usually takes several stabs to kill someone. Sneak up behind your mark and slit their throat.



Kitchen Knife

Sometimes you have to improvise. Found in most kitchens, this knife provides a bladed weapon as needed.



Sniper Rifles

Sniper rifles let you eliminate targets from long range. Each comes equipped with a powerful scope that allows you to zoom in on the target and aim with care. Sniper rifles cannot be concealed on your person, so you have to carry them out in the open for everyone to see.

SVD Sniper

Caliber: 7.62mm
Clip capacity: 10
Length: 125.5 cm
Weight: 4.31 kg



This rather dated sniper's rifle is widely available in the old Communist bloc countries. It's based on the very popular assault rifle but has simpler, more delicate and precise inner workings. It fires the old 7.62 x54R cartridge and has an effective range of approximately 1,300 meters with an appropriate scope fitted. This is the game's standard sniper rifle. It is a bit more difficult to target, but if you can use this, the other sniper rifles are easy.

R93 Sniper

Caliber: .308 Winchester
Clip capacity: 6
Length: 119 cm
Weight: 4.8 kg



The R93 is a military version of a series of hunting rifles. It's relatively new and sports an unorthodox design. This rifle can be found in the garage during the "Anathema" assignment.

W2000 Rifle

Caliber: .300 WinMag
Clip capacity: 1
Length: 90.5 cm
Weight: 8.31 kg



At the time of its birth, this rifle was the only one wholly constructed from scratch as a sniper's rifle. No parts in this rifle have been borrowed from other weapons. It's extremely accurate and carries an appropriately heavy price tag.

Custom Rifle

Caliber: .300 WinMag
Clip capacity: 10
Length: 90.9 cm
Weight: 8.6 kg



This is the best sniper rifle in the game. However, it only shows up in the final mission, and then you have to take it off of a dead enemy sniper. The Custom Rifle contains a laser range finder, allowing for precision shots at any range.

MI95

Caliber: .50
Clip capacity: 6
Length: 114.3 cm
Weight: 10 kg



The MI95 is the most powerful sniper rifle in the world. Firing a .50-caliber round, this rifle can hit targets over a kilometer away with enough force to penetrate an engine block and lightly armored vehicles.

Hunting Crossbow

Caliber: Crossbow bolts
Clip capacity: 1
Length: 124.8 cm
Weight: 2.9 kg



While not really a sniper rifle, the crossbow functions much the same way. It's equipped with a scope, so you can target enemies at long range. Its silence makes the crossbow especially nice. You can fire it and no one will hear you. However, you need to hit the target in the head to kill with a single bolt. Also, you must reload after every shot, which takes some time. If you don't hit the enemy in the head the first time you'll be attacked while you're reloading.



Assault Rifles

Assault rifles are the standard weapons of militaries around the world. With large magazines and full automatic firing capability, assault rifles can cause a lot of havoc in a short amount of time. Since they can't be concealed, you rarely will take an assault rifle with you on a mission. However, they can be picked up from some guards and are great if you have to make an escape while under fire.

AK

Caliber: 5.45mm
Clip capacity: 30
Length: 67.5 cm
Weight: 3.1 kg



A special version of the successor to the most popular assault rifle in modern times, the AK is built on a very well-documented and well-tested foundation. This rifle is usually issued to paratroopers and Special Forces.

M4

Caliber: 5.56mm
Clip capacity: 30
Length: 84 cm
Weight: 2.54 kg



The latest incarnation of another standard assault rifle, the M4 is a smaller and more versatile weapon than its predecessors. It features a standardized system for attaching aiming aids, grenade launchers, and bipods. Mostly carried by well-equipped outfits, like the Special Forces.

M60

Caliber: 7.62mm
Clip capacity: 100
Length: 110 cm
Weight: 10.5 kg



This light machine gun usually serves as a squad support weapon or as mobile firepower in defensive positions. It fires the standard 7.62mm cartridge and has an easily replaceable barrel, should it overheat.



Submachine Guns

Submachine guns are a cross between a pistol and an assault rifle. They have the automatic fire of a rifle but are smaller and easier to handle.

SMG

Caliber: 9mm parabellum
Clip capacity: 30
Length: 68 cm
Weight: 2.55 kg



This is *the* submachine gun. Used by virtually every special anti-terror organization all over the globe, this SMG is delicate, precise, and compact. With its high rate of fire and very little recoil, this weapon is excellent for indoor and urban operations.



SMG-SD6

Caliber: 9mm
Clip capacity: 30
Length: 75.5 cm
Weight: 3.05 kg



The ordinary SMG's sister, the SD6, includes an integrated silencer. A popular choice for clandestine operations, the SD6 is a stealth version of the regular SMG, but it has a reduced muzzle velocity, due to the air brake in the silencer. This SMG has an awesome combination of firepower and stealth.

Uzi

Caliber: 9mm parabellum
Clip capacity: 30
Length: 47 cm
Weight: 3.7 kg



Standard equipment in the Israeli army, this submachine gun has the sturdy feel and versatility of an assault rifle. It's very reliable in difficult and demanding environments, making it a very effective weapon. The Uzi and the SMG can be can be concealed on your person, allowing you to covertly carry around a lot of firepower.



Pistols

While rifles and submachine guns have a lot of firepower, in the hands of a professional a good pistol is just as effective. Pistols are easy to conceal, and because you want to minimize casualties during most assignments, you shouldn't need more firepower than a pistol offers.

Baller

Caliber: .45 ACP
Clip capacity: 7
Length: 21.6 cm
Weight: 1.076 kg



One of the Hitman's trademark tools. Reliable and packing quite a punch, this pistol quickly became a recurring companion on the job. The Baller is a deluxe version of a service pistol and shoots the hard-hitting .45 ACP round. You can carry and use two of these pistols, allowing for double the firepower with every shot.

Baller SD

Caliber: .45 ACP
Clip capacity: 7
Length: 41.6 cm
Weight: 1.257 kg



What could be better than a couple of Ballers? How about a couple of silenced Ballers? These pistols combine knockdown power with stealth.

9mm Pistol

Caliber: 9mm pistol
Clip capacity: 15
Length: 21.7 cm
Weight: 0.95 kg



This Italian pistol is widely known and used all over the world by military and law enforcement alike. It shoots the versatile 9mm round, allowing for a good balance between stopping power, clip capacity, and recoil.

9mm Pistol SD

Caliber: 9mm subsonic pistol
Clip capacity: 15
Length: 41.7 cm
Weight: 1.26 kg



The silenced version of the 9mm is a great assassin's tool. You need only one round for headshots, or two or three when shooting at an enemy's body. However, if you are being stealthy, you can easily sneak up behind a target and go for the headshot. This pistol can also be drawn quickly, so keep it set as your holstered weapon. Then if a guard gets too suspicious and is about to sound an alarm, quickly pull the pistol out and drop him before he interferes with your assignment.

Revolver

Caliber: .357 magnum
Clip capacity: 6
Length: 20 cm
Weight: 1.06 kg



This snub-nosed revolver is small but packs a punch.

Deagle

Caliber: .50 magnum
Clip capacity: 8
Length: 15.9 cm
Weight: 1.897 kg



A bulky, yet fast and accurate handgun, the Deagle is a very powerful weapon. It has the most knockdown power of any of the pistols in the game; one or two shots is all it takes to eliminate an enemy.

.54 Pistol

Caliber: 5.45mm
Clip capacity: 10
Length: 16 cm
Weight: 0.46 kg



This is the standard service pistol of most Communist bloc nations and can be taken off the bodies of Russian soldiers.

.22 SD

Caliber: .22 pistol
Clip capacity: 12
Length: 42.2 cm
Weight: 1.12 kg



An old Mafia favorite, this little pistol is virtually noise-free. It uses the rather small yet still deadly .22 cartridge. This, combined with the built-in suppressor, means that getting close to your victim is imperative. This weapon can only be found in the museum in the "Shogun Showdown" mission.



Shotguns

SP12

Caliber: 12 gauge
Clip capacity: 8
Length: 93 cm
Weight: 4.2 kg



The SP12 is an automatic combat shotgun. You can also think of it as a room broom. Extremely effective at close range, the accuracy and stopping power decrease as range increases. With an eight-round magazine, you can do a lot of damage before you have to reload.

Double-Barreled Shotgun

Caliber: 12 gauge
Clip capacity: 2
Length: 115.7 cm
Weight: 3.2 kg



This is the standard shotgun. While it is powerful at close range, it can only hold two shells at a time. Don't get into extended firefights with this weapon or you will be killed while reloading.

Sawn-Off Shotgun

Caliber: 12 gauge
Clip capacity: 2
Length: 65.4 cm
Weight: 2.8 kg



The sawn-off shotgun is great for close-quarters work. Because of its small size, it can be concealed on your person, then brought out when needed. However, since it can only hold two shells at a time, don't depend on it for big firefights.



Equipment

In addition to weapons, as a hitman you'll find a variety of equipment useful in completing your assignment.

Binoculars

The useful binoculars allow you to observe the enemy at a distance. Use them when scouting out an area for a hit. You can watch the patrol routes of guards and also see where the target is.



Lockpick

During the course of an assignment, you come across locked doors. The lockpick quietly allows you to pick most locks. Be careful no one sees you. Guards and civilians get suspicious when they see someone picking a lock.



Anesthetic

This consists of a bottle of chloroform and a rag. It renders a target unconscious when placed over the mouth and nose. Use the anesthetic as an alternative to the fiber wire when you need to silence an enemy without lethal force. The more you use, the longer the target stays out. Therefore, hold down the button to use the maximum until the victim drops. He or she should be out for the rest of the mission.



Remote Control Bomb

The remote control bomb consists of two parts—the bomb and the remote control detonator. To use, drop the bomb where you want it. Move away and pull out the remote control. Press the fire button to detonate the bomb. In some missions, bombs can be placed on vehicles and remotely detonated or set to detonate when the vehicle's engine is started.



Night-Vision Goggles

These goggles allow you to see in the dark. They severely limit your peripheral vision, making it seem like you're looking through a scope.



Miscellaneous Items

These are things you can pick up and use during a mission.

Fire Axe

Located in the fire department in the "Basement Killing" mission, the fire axe can kill enemies in a swing or two.



Golf Club

Found in the don's bedroom in the "Anathema" mission, the golf club can be deadly. Use it to take out guards or even the don himself.



Katana Sword



Ninjas in the Japan missions carry katana swords, effective for close combat.

Surgeon's Scalpel

The surgeon's scalpel allows you to perform an operation—unsuccessfully of course—in the "Terminal Hospitality" mission. It can also be used like a knife for stabbing.





The Gontranno Sanctuary

AFTER KILLING HIS CREATOR AND DESTROYING THE 48 SERIES CLONES AND THE CLONING LABORATORY, THE HITMAN TURNS AWAY FROM HIS PROFESSION, TRYING TO FIND SOLACE AT THE GONTRANNO SANCTUARY ON THE ISLAND OF SICILY. HE PUTS HIS SKILLED HANDS TO WORK IN THE GARDEN, HELPING TO NURTURE LIFE RATHER THAN END IT.

Mission Objectives

- Attend confessional
- Go through training exercises

Mission Information

THIS IS THE FIRST MISSION OF THE CAMPAIGN. IT SERVES AS A TUTORIAL FOR CONTROLLING THE HITMAN, USING SOME BASIC WEAPONS AND EQUIPMENT, AND SETS THE STAGE FOR THE REST OF THE GAME.

Weapons and Equipment

- Lockpick

Maps



Monastery gardens



Church



Dungeon



Completing the Assignment

AS MENTIONED EARLIER, THIS MISSION IS THE TUTORIAL. DON'T WORRY ABOUT PEOPLE SHOOTING AT YOU, AND THE WORST THAT HAPPENS IS YOU FALL OFF OF SOMETHING AND TAKE A LITTLE DAMAGE. IF YOU HAVE NOT PLAYED *Hitman: Codename 47*, TAKE THE TIME TO LEARN HOW TO CONTROL THE HITMAN AND OPERATE THE GAME'S INTERFACE. VETERANS SHOULD GO THROUGH THE EXERCISES IN THIS MISSION TO REFRESH THEIR SKILLS AND TAKE NOTE OF CHANGES IN *Hitman 2: Silent Assassin*.



YOU START OFF IN THE GARDEN SHED WHERE THE HITMAN HAS BEEN RESIDING WHILE WORKING AT THE SANCTUARY. YOUR FIRST TASK IS TO GET OUT OF THE SHED.



WALK OVER TO THE DOOR USING THE MOVEMENT KEYS. OPEN THE DOOR.



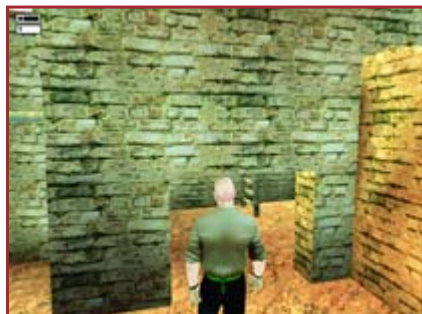
WALK OUT; A CUTSCENE BEGINS IN WHICH YOU TALK TO A PRIEST—FATHER VITTORIO. HE INVITES YOU TO MEET HIM AT THE CONFESSIONAL FOR COUNSELING.

AFTER HE WALKS TOWARD THE CHAPEL, TAKE SOME TIME TO LEARN HOW TO CONTROL THE HITMAN. THE RUINS ACROSS FROM THE GARDEN SHED LET YOU TRY DIFFERENT ACTIONS.

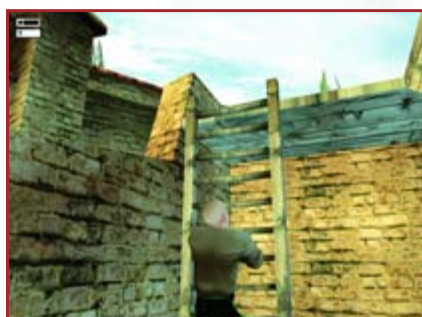




WALK UP TO THE DOOR. IN ADDITION TO OPENING DOORS, YOU CAN PEEK THROUGH THE LOCK. OPEN THE DOOR AND WALK INSIDE.

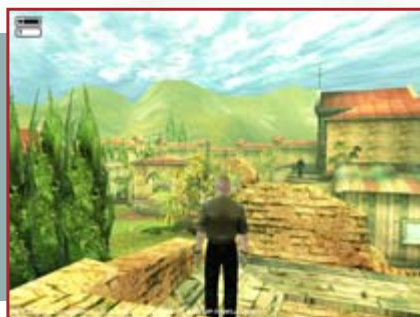


CROUCH AND CRAWL FORWARD THROUGH THE HOLE.

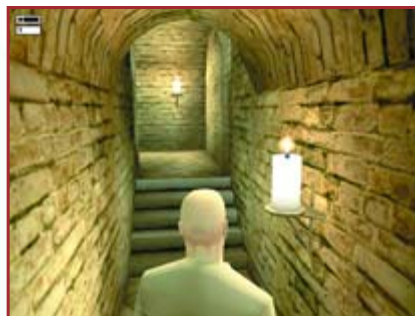
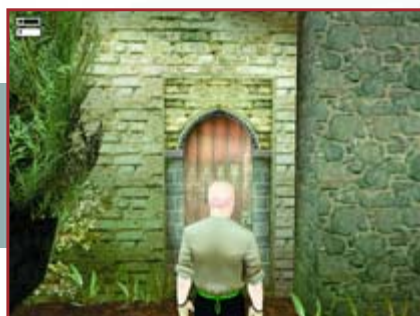


WALK UP TO THE LADDER—THE HITMAN STARTS CLIMBING.

FOLLOW THE PLANKS AT THE TOP AROUND TO THE STAIRS AND THEN BACK DOWN TO THE GROUND. THIS FIRST BASIC EXERCISE IS COMPLETE. IT'S TIME TO GET TO THE CONFESSIONAL.



OPEN THE DOOR NEXT TO THE GARDEN SHED LEADING INTO THE SANCTUARY.



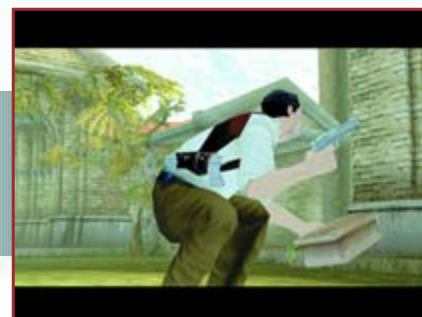
HEAD DOWN THE HALL AND UPSTAIRS TO THE CHAPEL.

THE CONFESSIONAL IS AT THE CHAPEL'S REAR. ENTER IT AND ANOTHER CUTSCENE BEGINS. WHEN IT'S COMPLETED, EXIT THE CONFESSIONAL.



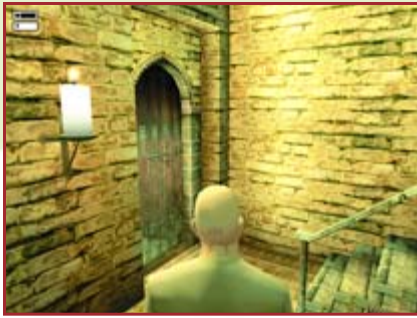
ANOTHER CUTSCENE SHOWS FATHER VITTORIO BEING ABDUCTED.

THE KIDNAPPERS LEAVE A BOX BEHIND IN THE COURTYARD.



HEAD OUT OF THE CONFESSIONAL, TURN LEFT, AND PASS THROUGH THE DOOR.





CONTINUE THROUGH ANOTHER DOOR TO THE DOUBLE DOOR EXIT INTO THE COURTYARD.

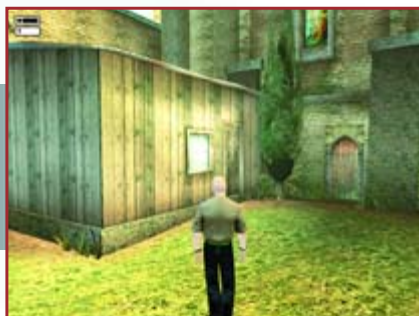
ONCE OUTSIDE, WALK OVER TO THE BOX TO BEGIN ANOTHER CUTSCENE.



YOU DISCOVER THAT THE LOCAL MAFIA DON HAS KIDNAPPED VITTORIO AND WANTS \$500,000 AS A RANSOM. SINCE YOU GAVE ALL OF YOUR MONEY TO THE CHURCH, YOU HAVE TO FIND ANOTHER WAY TO SECURE THE PRIEST'S RELEASE. IT LOOKS LIKE YOU'RE BACK IN BUSINESS.



EXIT THE COURTYARD AND HEAD DOWNSTAIRS TO THE GARDEN SHED.



ONCE YOU ENTER, YOU DIG UP YOUR PAST. DURING THE CUTSCENE, THE HITMAN CONTACTS THE AGENCY. DIANA OFFERS YOU INFORMATION ON THE MAFIA DON IN RETURN FOR YOU RETURNING TO WORK. SHE WANTS TO MAKE SURE YOU STILL HAVE THE SKILLS THAT MADE YOU THE BEST ASSASSIN IN THE WORLD.

FOLLOW THE DIRECTIONS TO BRING OUT YOUR SIGNATURE BALLERS AND PRACTICE SHOOTING AT THE BUCKET HANGING FROM THE WELL. GO TO THE TOOL SHED FOR MORE AMMO.



HEAD OVER TO THE TOOL SHED TO PRACTICE PICKING LOCKS. BRING OUT THE LOCKPICK AND UNLOCK THE DOOR. ENTER THE TOOL SHED.



THIS IS WHERE YOU STORE ALL OF YOUR WEAPONS AND EQUIPMENT. THE WALLS ARE BARE FOR NOW—HOWEVER, AS YOU COLLECT WEAPONS DURING FUTURE MISSIONS, THEY APPEAR ON THE WALLS IN THE APPROPRIATE PLACES. FOR NOW, GRAB MORE AMMO AND THE FIBER WIRE ON THE WALL AND EXIT.

HEAD OVER TO THE SCARECROW TO PRACTICE KILLING SILENTLY. APPROACH THE SCARECROW FROM BEHIND. BRING OUT YOUR FIBER WIRE AND PULL IT TAUT. AS YOU COME UP TO THE SCARECROW, RELEASE THE WIRE TO STRANGLE THE SCARECROW.



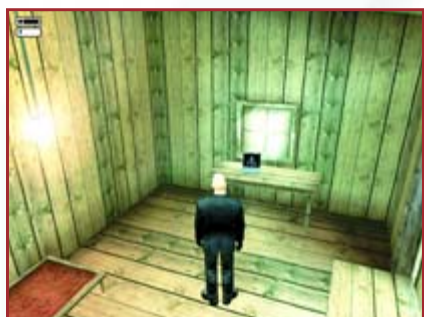
PUT THE FIBER WIRE AWAY AND WALK TOWARD THE RUINS. ALONG THE WAY, TRY SNEAKING AND CROUCHING. SNEAKING LETS YOU MOVE WITHOUT MAKING A SOUND.





CROUCHING HELPS STABILIZE YOUR AIM WHILE SHOOTING. PULL OUT YOUR BALLERS AGAIN AND SHOOT THE WATERMELONS WHILE CROUCHED.

NEXT HEAD OVER TO THE GARDEN SHED. PRACTICE LEANING OUT AND AROUND THE CORNER OF THE SHED. QUICKLY STEP OUT AROUND THE CORNER BY DOUBLE-TAPPING THE LEAN BUTTON. PRACTICE STEPPING OUT FROM THE CORNER AND FIRING YOUR PISTOLS. THIS TACTIC CAN HELP YOU GET THE DROP ON AN ENEMY.



ONCE YOU FEEL COMFORTABLE WITH THE CONTROLS, ENTER THE GARDEN SHED AND WALK OVER TO THE LAPTOP COMPUTER TO BEGIN THE NEXT MISSION. GOOD LUCK.



Anathema

THE AGENCY HAS TRACKED DOWN THE LOCATION OF FATHER VITTORIO. HE IS BEING HELD IN THE BASEMENT OF GUILLIANO'S VILLA. THE VILLA IS WELL GUARDED, AND IT WILL BE DIFFICULT TO GET INSIDE.

Mission Objectives

- Kill Don Guiseppe Guilliano
- Find the key to Vittorio's prison cell
- Rescue Vittorio in the basement
- Escape



Don Guiseppe Guilliano



Mission Information

FATHER VITTORIO IS BEING HELD IN THE BASEMENT. TO OPEN HIS CELL, YOU MUST HAVE THE CORRECT KEY. THIS LOCK CANNOT BE PICKED. GUILLIANO CARRIES THE ONLY KEY TO THE CELL. UNLESS YOU WANT A MAJOR GUNFIGHT, SNEAK INTO THE COMPOUND USING A DISGUISE. THERE ARE SOME WEAPONS WITHIN THE COMPOUND THAT YOU CAN USE.

Weapons and Equipment

- Ballers
- Fiber wire
- Anesthetic
- Binoculars
- Lockpick

Maps



Villa grounds



1st floor



2nd floor



Basement

Note



For each of the Hitman's missions, there is often more than one way to complete the objectives. This allows you to be creative and play missions over and over again to find different ways to make the hit. In each of the walkthroughs, a specific strategy is presented, with some alternate tactics as well. However, feel free to experiment to find even more ways to get the job done.



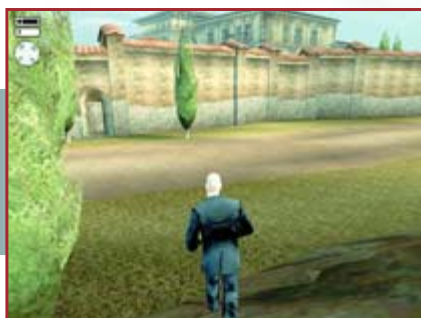
Completing the Assignment

Getting into the Villa



YOU BEGIN THE MISSION ON A HILLSIDE SOUTHEAST OF THE DON'S VILLA. FROM THIS VANTAGE POINT, YOU CAN SEE SEVERAL GUARDS PATROLLING THE GROUNDS. TO ENTER THE VILLA AND MOVE ABOUT, YOU NEED A DISGUISE.

HEAD DOWN THE HILL TOWARD THE SIDE DOOR IN THE WALL.

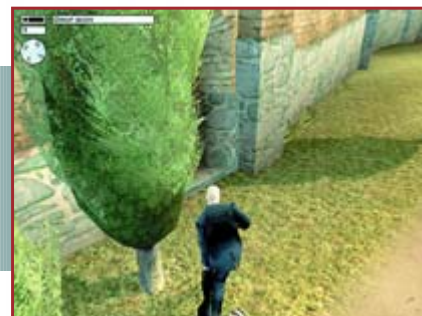


STAND TO THE RIGHT OF THE DOOR AND WAIT FOR THE GUARD TO COME OUT.



WHEN HE COMES OUT TO RELIEVE HIMSELF, SNEAK UP BEHIND HIM AND USE THE FIBER WIRE TO TAKE HIM OUT.

THEN DRAG HIS BODY THROUGH THE DOOR AND BACK INTO THE VILLA GROUNDS.



CHANGE INTO THE GUARD'S SUIT AND USE IT FOR A DISGUISE.

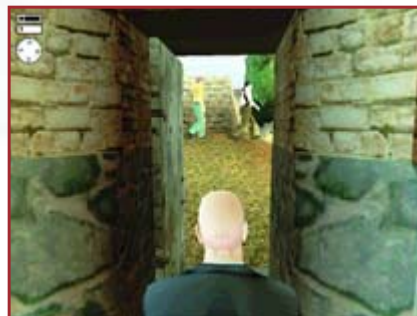


Eliminating the Don



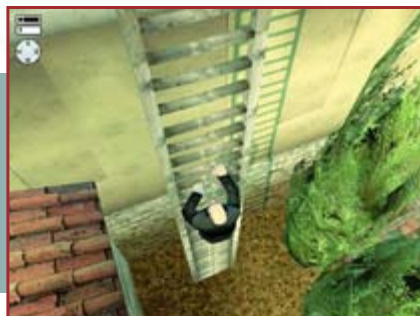
NOW HEAD TOWARD THE VILLA HOUSE. WALK PAST THE KITCHEN DOOR, AND NORTH TO A DOOR IN THE WALL LEADING TO THE BACKYARD AREA.

WAIT OUTSIDE THE DOOR AND WATCH FROM THE MAP SCREEN.

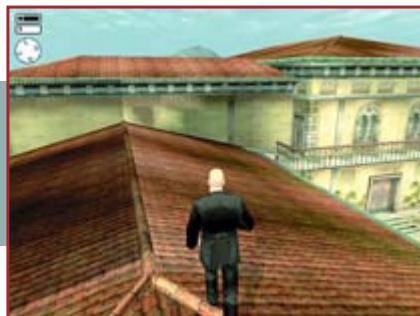


YOU ARE WAITING FOR THESE TWO GUARDS TO HEAD TO THE NORTHERN PART OF THE MAP.

ONCE IT'S CLEAR, GO THROUGH THE DOOR AND TURN LEFT. RUSH TO THE LADDER AND TAKE IT UP TO THE ROOF.



WALK ACROSS THE ROOFTOP TOWARDS THE DON'S OFFICE.



GO AROUND THE BALCONY AREA OUTSIDE OF THE OFFICE TO THE DOOR ON THE OTHER SIDE AND WAIT.



WATCH THE MAP AND WAIT FOR THE DON (THE RED DOT) TO ENTER THE OFFICE.

THEN OPEN THE DOOR, SNEAK UP BEHIND HIM, AND TAKE HIM OUT WITH THE FIBER WIRE. PICK UP THE KEY AND THE REVOLVER. THIS COMPLETES THE FIRST TWO OBJECTIVES.



Releasing Vittorio



EXIT THE OFFICE THROUGH THE DOOR IN THE NORTHEAST CORNER. HEAD EAST ACROSS THE ROOF.

TURN RIGHT AND FOLLOW THE EDGING OF THE BUILDING FOR A BIT. DROP DOWN ONTO THE GRASS JUST SHORT OF THE STAIRS LEADING DOWN INTO THE BASEMENT. IF YOU TRY TO DROP DOWN ONTO THE STAIRS, YOU WILL HURT YOURSELF.



CONTINUE DOWN INTO THE BASEMENT.



OPEN THE CELL DOOR TO RELEASE VITTORIO. THE CELL IS EMPTY. DIANA TELLS YOU THAT HE WAS MOVED PRIOR TO YOUR ARRIVAL.



NOW MAKE YOUR WAY OUT OF THE BASEMENT THROUGH THE STAIRS LEADING OUTSIDE. CONTINUE PAST THE GARAGE AND OUT THE DOOR IN THE WALL THROUGH WHICH YOU ENTERED. EXIT THE MISSION BY WALKING ALONG THE ROAD ON WHICH THE POSTMAN ENTERS THE MISSION.

Tip



If the guards are ever alerted, expect a shootout. Find a room with only one entrance, like the bedroom, and make a stand. Position yourself to one side of the door and pick off guards as they enter. The Deagle and the Ballers pack a bigger punch than the 9mm Pistols. The golf club is quite effective—take out an enemy with one swing.

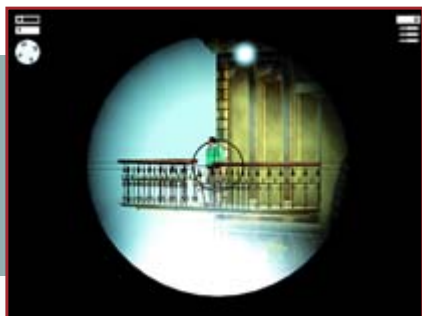
Alternate Tactics

THERE ARE SEVERAL OTHER WAYS TO COMPLETE THIS MISSION. HERE ARE A FEW IDEAS.



AFTER TAKING OUT THE GUARD WHO WAS RELIEVING HIMSELF, HIDING THE BODY, AND TAKING HIS SUIT, RUN TO THE GARAGE AND GET THE R93 SNIPER RIFLE. IT HAS THREE ROUNDS OF AMMUNITION, BUT THAT'S ENOUGH FOR 47.

RETURN TO YOUR STARTING LOCATION AND USE THE SNIPER RIFLE TO TAKE OUT THE DON WHILE HE IS ON HIS BALCONY.



HEAD BACK INTO THE VILLA, DROPPING OFF THE SNIPER RIFLE IN THE GARAGE BEFORE ENTERING THE MANOR THROUGH THE STAIRS LEADING TO THE BASEMENT.



MAKE YOUR WAY TO THE DON'S ROOM, AVOIDING ALL GUARDS. YOU HAVE TO TAKE OUT THE ONE BY THE DOOR TO HIS ROOM. GO OUT ON THE BALCONY AND GET THE KEY. IN TAKING OUT THE GUARD, YOU'LL PROBABLY HAVE A LOT OF ENEMIES IN PURSUIT, SO GET READY TO SHOOT.



GRAB THE DEAGLE AND LOTS OF AMMO IN THE ROOM IN THE NORTHWEST CORNER OF THE FIRST FLOOR.



IF YOU TAKE OUT THE GUARDS IN THE BACK YARD, THE ONE IN THE WHITE SHIRT HAS SOME KEYS. PICK THEM UP. THEN WHEN YOU ARE MAKING YOUR ESCAPE, HEAD INTO THE GARAGE. WALK OVER TO THE DRIVER'S DOOR AND CHOOSE "ESCAPE IN THE CAR" FROM THE ACTION MENU.



HITMAN 47 MAKES HIS ESCAPE IN STYLE.





St. Petersburg Stakeout

EVEN THOUGH FATHER VITTORIO WAS NOT AT THE SICILIAN VILLA, 47 HAS A DEBT TO REPAY TO THE AGENCY. IN EXCHANGE FOR INFORMATION ON THE VILLA, 47 AGREED TO TAKE A CONTRACT. THIS IS A SINGLE HIT IN THE CITY OF PETER THE GREAT.

YOUR TARGET IS AN EX-KGB OFFICER. HE WILL ATTEND A MEETING AT 1300 HOURS IN THE PUSHKIN BUILDING ON VAROSNIJ SQUARE. IT TAKES PLACE IN A ROOM IN THE WEST WING ON THE SECOND FLOOR. THE MEETING WAS ARRANGED SO YOU COULD MAKE YOUR HIT.

Mission Objectives

- Kill the general at the meeting
- Don't harm anyone else attending the meeting
- Return to the subway train to escape



THE MEETING TAKES PLACE IN THE ROOM BEHIND THIS WINDOW.

Mission Information

THE SUBWAY PROVIDES YOUR ENTRANCE AND EXIT TO AND FROM THE HIT AREA. SOME WEAPONS HAVE BEEN STASHED IN THE SUBWAY STATION IN LOCKER 137: A SNIPER RIFLE, PISTOL, AND AMMUNITION. ALL ACCESS ROUTES TO THE BUILDING WHERE THE MEETING TAKES PLACE HAVE BEEN BLOCKED BY MILITARY PATROLS. HOWEVER, A SEWER SYSTEM RUNS UNDERNEATH THE AREA WITH SEVERAL EXITS, INCLUDING ONE INSIDE THE SUBWAY STATION. IN ADDITION TO THE WEAPONS IN THE LOCKER, THERE ARE A COUPLE OF UNIFORMS NEAR THE MEETING LOCATION. A DISGUISE AS A RUSSIAN SOLDIER WILL BE HELPFUL IN MOVING AROUND SAFELY. THERE IS NO EASY WAY INTO THE PUSHKIN BUILDING. YOUR BEST BET IS TO TAKE A SHOT WITH A SNIPER RIFLE FROM THE BUILDING ACROSS THE STREET. THIS BUILDING IS MARKED ON THE MAP.

Weapons and Equipment

- 9mm Pistol
- Ballers
- Anesthetic
- R93 sniper rifle (from Anathelma)

Maps



Metro



Metro entrance



Sewers



Streets

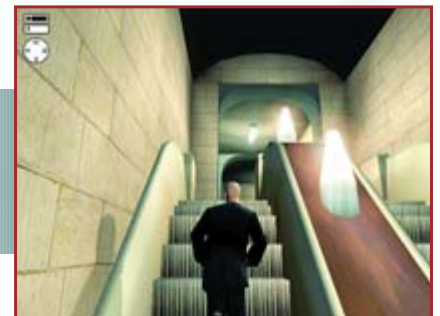
Completing the Assignment

Leaving the Station



THE SUBWAY TRAIN DROPS YOU OFF AT THE METRO STATION. AFTER EXITING THE TRAIN, HEAD STRAIGHT TOWARD THE STAIRS AND UP.

CONTINUE UP THE ESCALATOR TO THE SIDE LOCKER ROOM.

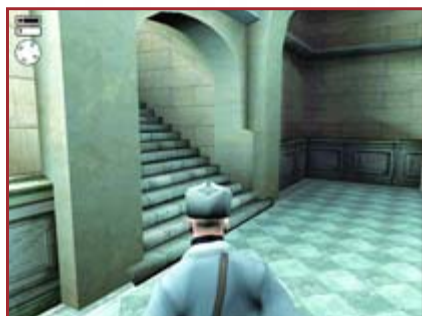


WAIT UNTIL THE SOLDIER BEGINS WALKING TOWARD THE LOCKERS, THEN TAKE HIM OUT WITH YOUR BALLERS.



DRAW THE BODY BEHIND THE LOCKERS SO NO ONE CAN FIND IT.

THEN PUT ON THE SOLDIER'S UNIFORM AS YOUR DISGUISE.



NOW HEAD BACK DOWN TO THE METRO STATION WHERE YOU FIRST ARRIVED.



GO RIGHT TOWARD THE END OF THE STATION WHERE THE LOCKERS ARE.



FIND LOCKER 137 AND PICK THE LOCK. INSIDE SIT A SVD SNIPER RIFLE, A 9MM PISTOL, AND AMMO FOR EACH.

Tip



If you take the R93—which is superior to the SVD—don't waste time at the locker. Instead, rush to the sewers. If the citizens in the station see you with either rifle, they will alert a guard.



HEAD UP THE STAIRS NEAR THE PILLARS AND TURN LEFT.

FOLLOW THE CORRIDOR AROUND TO AN ESCALATOR. CLIMB TO THE TOP, THEN TURN LEFT DOWN INTO ANOTHER ROOM.



HEAD BACK INTO THE LOCKER ROOM WHERE YOU KILLED THE SOLDIER.

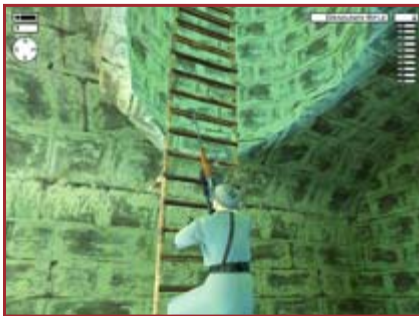
WALK OVER TO THE NEXT DOOR AND PICK THE LOCK.



Getting to the Apartment



WITH THE DOOR UNLOCKED, OPEN IT AND ENTER THE SEWERS. FOLLOW THE TUNNELS AROUND, TURNING LEFT AT EVERY FORK OR INTERSECTION. YOU WILL COME TO THE SOUTHERNMOST LADDER.



CLIMB THE LADDER BUT DO NOT STICK YOUR HEAD OUT OF THE MANHOLE. INSTEAD, TILT YOUR VIEW SO YOU CAN SEE AROUND THE OUTSIDE OF THE MANHOLE.



YOU ARE BEHIND TWO SOLDIERS NEAR A BARRICADE AND RIGHT IN FRONT OF A THIRD SOLDIER. IF YOU POP UP, HE WILL SEE YOU AND START SHOOTING.

LOCATE THE TRUCK AND THEN CLIMB OUT OF THE SEWERS AND HOP IN THE BACK. CROUCH DOWN AND ZOOM OUT THE VIEW TO SEE WHERE THE TRUCK IS HEADED.



THE TRUCK TAKES YOU THROUGH A SECOND BARRICADE, THEN STOPS BEHIND THE APARTMENT BUILDING FROM WHICH YOU CAN SNIPE AT YOUR TARGET. GET OUT OF THE TRUCK, AND HEAD FOR COVER BEHIND A WALL.

THERE ARE TWO SOLDIERS PATROLLING NEAR THE BUILDING TO THE NORTH AND TWO SOLDIERS POSITIONED NEAR A TRUCK TO YOUR SOUTH.

Making the Hit



HEAD NORTH TO THE APARTMENT BUILDING, HIDING FROM THE TWO PATROLLING SOLDIERS BEHIND THE BUILDING OR THE DUMPSTERS. WAIT UNTIL THE SOLDIERS WALK AWAY FROM YOU, THEN RUSH IN THE DOOR. IF THEY SEE YOU, THEY MAY START SHOOTING.

AFTER ENTERING, HEAD TO THE STAIRCASE AND ASCEND THREE FLIGHTS TO THE FOURTH FLOOR.



Tip



The second and third floors of the apartment have windows overlooking the Pushkin Building. Look for an open window to shoot through. If you try to shoot through a closed window, your shot will be deflected causing you to miss the first shot. Since you only have time for one shot, don't waste it.



MOVE THROUGH THE ROOMS UNTIL YOU FIND THE ONE WITH AN OPEN WINDOW GIVING YOU A VIEW OF THE MEETING.

PULL THE TRIGGER ONCE TO BRING UP YOUR SNIPER SCOPE VIEW. ZOOM IN AS MUCH AS YOU CAN. DIANA HELPS YOU DISCERN WHICH PERSON IS YOUR TARGET. HE IS THE ONE IN THE UNIFORM SEATED NEAR THE WINDOW ON THE LEFT SIDE. WAIT UNTIL YOUR VIEW STABILIZES, THEN TAKE YOUR SHOT.



BE SURE NO ONE IS IN THE WAY OR BEHIND THE TARGET, SINCE YOU CAN'T KILL ANYONE ELSE IN THE ROOM.



The Escape



IMMEDIATELY AFTER YOUR TARGET IS ELIMINATED, HEAD TO GROUND LEVEL. CHECK YOUR MAP FREQUENTLY TO SEE IF ANY SOLDIERS COME TO INVESTIGATE THE APARTMENT.



BEFORE EXITING THE BUILDING, CHECK THE MAP OF THE STREET LEVEL AND MAKE SURE THE SOLDIERS PATROLLING OUT BACK ARE WALKING AWAY. THEN RUSH OUT AND HIDE BEHIND THE DUMPSTERS UNTIL THE TRUCK ARRIVES.

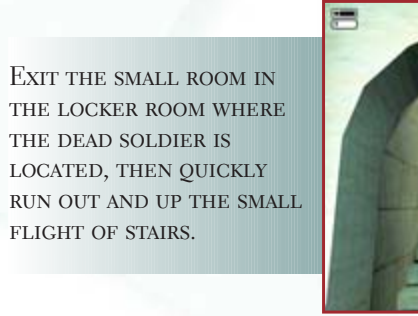
WHEN THE TRUCK STOPS, QUICKLY CLIMB IN THE BACK AND RIDE IT BACK TO WHERE YOU INITIALLY BOARDED IT.



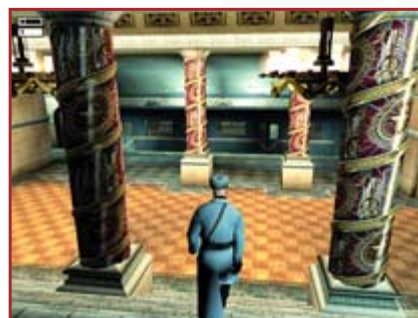
WHILE THE TRUCK BLOCKS THE VIEW OF THE ONE SOLDIER, CLIMB BACK DOWN THE MANHOLE INTO THE SEWERS.



RETRACE YOUR ROUTE THROUGH THE SEWERS BACK TO THE METRO STATION ENTRANCE AREA.



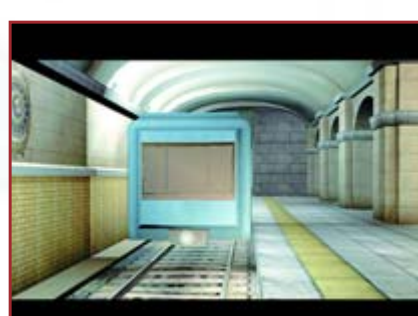
EXIT THE SMALL ROOM IN THE LOCKER ROOM WHERE THE DEAD SOLDIER IS LOCATED, THEN QUICKLY RUN OUT AND UP THE SMALL FLIGHT OF STAIRS.



HEAD DOWN THE ESCALATOR AND PAST THE PILLARS DOWN INTO THE METRO STATION.



CONTINUE TO THE SUBWAY TRAIN.



ONCE YOU APPROACH THE DOORS THE MISSION ENDS AS YOU MAKE YOUR ESCAPE.

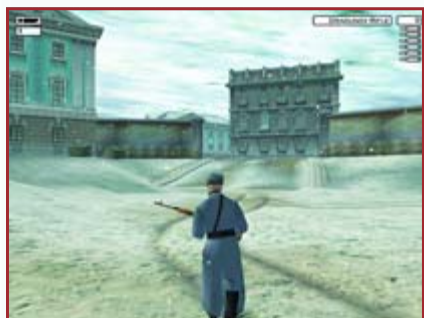
Alternate Tactics

THERE ARE SEVERAL DIFFERENT WAYS TO COMPLETE THIS MISSION. HERE ARE A FEW IDEAS, THOUGH IN EACH YOU'LL NEED TO BRING A SNIPER RIFLE WITH YOU. TO GET THE HIGHEST RATING, FOLLOW THESE STEPS AND DON'T KILL ANYBODY BUT YOUR TARGET.



INSTEAD OF TAKING THE TRUCK, EXIT THE SEWERS THROUGH A MANHOLE IN THE NORTHEAST. JUST OUTSIDE OF IT, BY A TRUCK, IS A RUSSIAN UNIFORM. BEFORE POPPING UP AND GRABBING IT, CHECK THE MAP TO BE SURE NO SOLDIERS ARE LOOKING IN YOUR DIRECTION.

NOT FAR FROM THE NORTHWEST MANHOLE, A SINGLE SOLDIER LOOKS OUT OVER THE STREET. YOU CAN MOVE BEHIND SOME BUILDINGS AND SNEAK UP BEHIND HIM TO USE THE ANESTHETIC TO KNOCK HIM OUT. BE SURE TO USE IT ALL, THEN TAKE HIS UNIFORM. USE THIS TACTIC IF YOU'RE BRINGING THE R93 SNIPER RIFLE FROM THE PREVIOUS MISSION.



AFTER GETTING A UNIFORM, RUN TOWARD THE FRONT OF THE APARTMENT BUILDING, CAREFUL TO AVOID THE SOLDIERS PATROLLING IN FRONT. AS LONG AS YOU DON'T GET TOO CLOSE, THEY WON'T BECOME ALARMED. AFTER THE HIT, HEAD BACK TO ONE OF THE

MANHOLES WHILE KEEPING YOUR DISTANCE FROM SOLDIERS.



Kirov Park Meeting

YOUR DEBT WITH THE AGENCY HAS NOW BEEN PAID. HOWEVER, THE CLIENT FOR YOUR LAST MISSION WANTS YOU TO DO ANOTHER JOB. DIANA AGREES TO YOUR FEE OF \$300,000—TRIPLE THE STANDARD RATE. HOWEVER, YOU DON'T DO STANDARD HITS, AND BESIDES, YOU HAVE A REPUTATION TO MAINTAIN.

Mission Objectives

- Collect equipment
- Kill General Makarov
- Kill his Mafia connection, Igor Kubasko



General Makarov



Igor Kubasko

Mission Information

THIS MISSION MAY SEEM DIFFICULT AT FIRST. THE PARK IS SURROUNDED BY GUARDS—SOLDIERS AS WELL AS MAFIA MUSCLE. IF YOU EVEN TRY TO GET NEAR THE PARK THEY ORDER YOU TO LEAVE AND THEN START SHOOTING IF YOU DON'T MOVE FAST ENOUGH. SHORTLY AFTER THE MISSION BEGINS, THE TWO TARGETS ARRIVE IN LIMOUSINES. THE GENERAL'S LIMO PARKS SOUTH OF THE PARK WHILE KUBASKO'S LIMO PARKS JUST TO THE NORTH. JUST OUTSIDE THE PARK, TO THE SOUTHEAST, IS A STASH OF EQUIPMENT HIDDEN NEAR SOME DUMPSTERS. JUST ABOUT EVERYTHING YOU NEED CAN BE FOUND THERE.

Weapons and Equipment

- Ballers
- Anesthetic

Maps



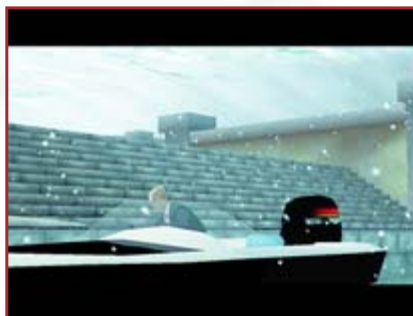
Streets



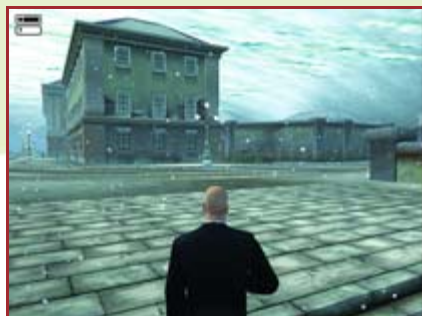
Sewers

Completing the Assignment

Getting the Equipment



You arrive on the scene in a classy speedboat.



START OFF BY WALKING TOWARD THE PARK.

WAIT ACROSS THE STREET FROM THE DUMPSTERS UNTIL THE SOLDIER PATROLLING THE AREA BEGINS WALKING TO THE LEFT.



CROSS THE STREET SO YOU GET TO THE DUMPSTERS JUST AS THE SOLDIER IS WALKING AWAY AND NOT LOOKING AT YOU.

Tip



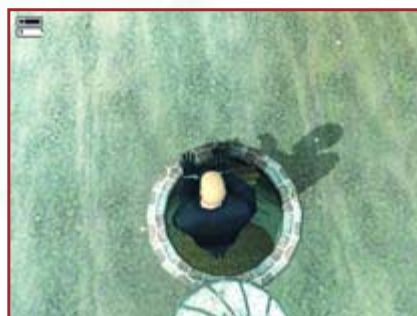
You can kill the soldier near the stash if necessary. However, to get the best rating for the mission, you should avoid him by timing your actions while he is looking away.

QUICKLY WALK OVER TO THE STASH AND PICK UP TWO CAR BOMBS. MOVE AWAY. LEAVE THE SNIPER RIFLE OR THE SOLDIER MAY SEE YOU WITH THEM AND START SHOOTING.

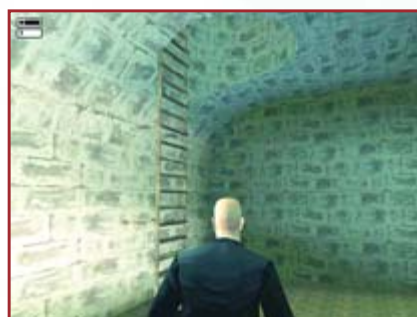


WITH NOTHING IN YOUR HANDS AND THE CAR BOMBS IN YOUR SUIT, WALK OUT INTO THE STREET TOWARD THE NEARBY MANHOLE.

Planting the First Bomb



CLIMB INTO THE SEWERS SO YOU CAN MOVE ABOUT THE AREA UNNOTICED.



HEAD TO THE NORTH-ERNMOST MANHOLE TO EXIT THE SEWERS BEHIND THE BUILDING NORTH OF THE PARK.

BY THE TIME YOU GET THERE, A CHAUFFEUR SHOULD BE WALKING BY, HEADED TO THE CORNER TO RELIEVE HIMSELF.



SNEAK UP BEHIND HIM AND USE THE ANESTHETIC TO KNOCK HIM OUT COLD. BE SURE TO USE ALL OF IT SO HE WON'T WAKE UP DURING THE MISSION.



NOW YOU CAN CHANGE INTO THE CHAUFFEUR'S UNIFORM. PUT AWAY THE BOTTLE OF CHLOROFORM.

IN YOUR NEW DISGUISE, WALK AROUND THE SIDE OF THE BUILDING AND APPROACH KUBASKO'S LIMO.



WALK OVER TO THE LIMO AND PLANT THE FIRST CAR BOMB.



THEN HEAD BACK AROUND THE BUILDING TOWARD THE MANHOLE.



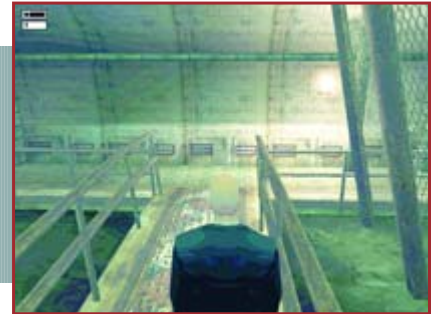
YOU MIGHT AS WELL CHANGE BACK INTO YOUR REGULAR CLOTHES. IT'S A FINE-LOOKING SUIT.

Planting the Second Bomb



NOW HEAD BACK INTO THE SEWERS.

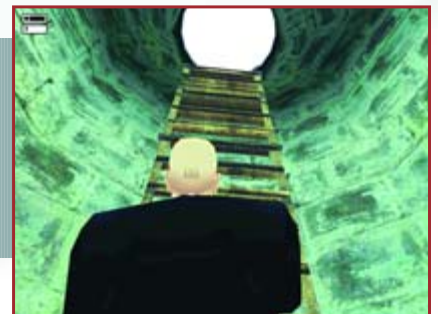
MAKE YOUR WAY THROUGH THE SUBTERRANEAN PASSAGES TO THE SOUTH-WESTERNMOST MANHOLE. THE GENERAL'S LIMO IS PARKED DIRECTLY ABOVE IT.



CLIMB TO THE TOP OF THE LADDER AND PLANT THE SECOND CAR BOMB. YOU CAN DO THIS WITHOUT EXPOSING YOURSELF.



MAKE YOUR WAY BACK THROUGH THE SEWER TO THE FIRST MANHOLE WHERE YOU ENTERED THE SYSTEM. CLIMB OUT OF THE SEWER.



THEN HEAD BACK TO THE BOAT TO AWAIT THE FIREWORKS.

Alternate Tactics



WHEN THE MEETING IS OVER, THE TWO TARGETS HEAD BACK TO THEIR LIMOS.



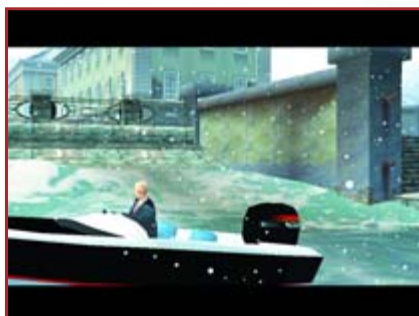
WHEN THEY GET IN...



...THE BOMBS DETONATE.



THIS COMPLETES YOUR OBJECTIVE WITH THE HIGHEST LEVEL OF ACHIEVEMENT BECAUSE YOU TOOK OUT ONLY THE TARGETS—IF YOU ONLY KNOCKED OUT THE CHAUFFEUR AND DIDN'T KILL HIM.



ONCE BOTH BOMBS DETONATE, WALK OVER TO THE BOAT TO MAKE YOUR GETAWAY.



IF YOU CHOOSE NOT TO USE THE CAR BOMBS, YOU HAVE TO DO SOME SNIPING. START OFF BY TAKING OUT THE SOLDIER BY THE STASH SO THAT NO ONE CAN SEE HIS BODY.



TAKE HIS UNIFORM AS WELL AS THE SVD SNIPER RIFLE IN THE STASH ALONG WITH THE EXTRA AMMO.



CROSS THE STREET AND HEAD TO THE CHURCH WITH THE HIGH TOWER.

HIDE BEHIND THE DUMPSTERS TO AVOID THE PATROLLING SOLDIER. IF NECESSARY, USE THE 9MM PISTOL SD TO TAKE HIM OUT SILENTLY.

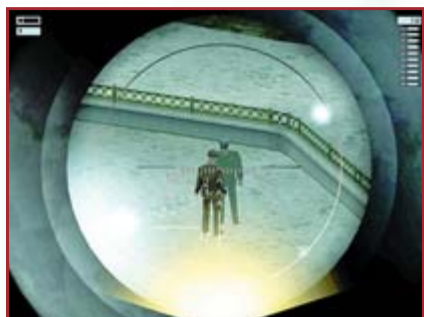


PICK THE LOCK TO THE SIDE DOOR OF THE CHURCH AND ENTER WITHOUT BEING SEEN.

TAKE OUT THE SOLDIER AT THE TOP OF THE TOWER. YOU CAN SHOOT HIM BEFORE YOU GET ALL THE WAY TO THE PLATFORM.



THE TOWER GIVES YOU A GREAT VIEW OVERLOOKING THE PARK.

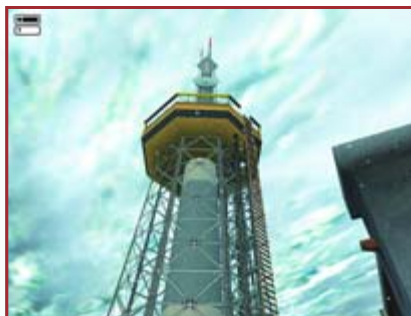


TAKE AIM WHILE ZOOMED IN AND FIRE.



WITH GOOD AIM, YOU CAN TAKE OUT BOTH TARGETS WITH A SINGLE SHOT.

THE ONLY PROBLEM WITH THIS TACTIC IS THAT SOLDIERS WILL RUSH UP THE TOWER TO GET YOU. PICK UP THE AK FROM THE DEAD SOLDIER AT THE TOP OF THE STAIRS AND GET READY TO FIGHT.



THE TOP OF THE RADIO TOWER TO THE WEST OF THE PARK IS ANOTHER GREAT SPOT FOR SNIPING. IT CAN BE ACCESSED THROUGH THE SEWER SYSTEM. HOWEVER, TAKE OUT ALL THE SOLDIERS NEARBY BEFORE CLIMBING TO THE TOP. ONCE YOU SHOOT, YOU ARE EXPOSED

AND SHOULD GET DOWN QUICKLY AND MAKE YOUR WAY TO THE SEWERS FOR YOUR ESCAPE TO THE BOAT.



Tubeway Torpedo

YOU HAVE ALREADY NEUTRALIZED TWO GENERALS. NOW YOU MUST ASSASSINATE A THIRD. THIS GENERAL IS INTERROGATING PEOPLE IN THE BASEMENT OF THE MILITARY FACILITIES JUST OFF NEVSKY PROSPECT. YOU'LL FIND HIM IN THE MAZE OF CORRIDORS THAT THE FCK HEADQUARTERS COMPRISES. YOU MUST ALSO ENSURE THAT THE PRISONER CURRENTLY BEING INTERROGATED SURVIVES THE MISSION AND ESCAPES WITH YOU. SINCE THE OTHER TWO ASSASSINATIONS OF GENERALS, SECURITY HAS BEEN BEEFED UP.

Mission Objectives

- **Kill General Mikhail Bardachenko**
- **Free the prisoner from the second basement**



General Bardachenko



Mission Information

THIS MISSION CAN BE TOUGH IF YOU DO NOT USE STEALTH AND CUNNING TO INFILTRATE THE HQ COMPLEX. ALL AREAS TEEM WITH SOLDIERS CARRYING AUTOMATIC WEAPONS; DON'T GET INTO A FIREFIGHT. FURTHERMORE, IF THE GENERAL BECOMES ALERTED TO YOUR PRESENCE, HE WILL SHOOT THE PRISONER—ENDING THE MISSION IN FAILURE. THE MISSION REQUIRES YOU TO ACCOMPLISH SEVERAL TASKS. FIRST GET A RUSSIAN UNIFORM AND FIND PASSAGE INTO THE HQ. GET DOWN TO THE BASEMENT LEVELS AND FIND THE PRISONER. FINALLY, RESCUE THE PRISONER AND MAKE YOUR ESCAPE.

Maps



The sewers



The streets



First basement of HQ



Second basement of HQ

Completing the Assignment

Getting into the HQ Complex



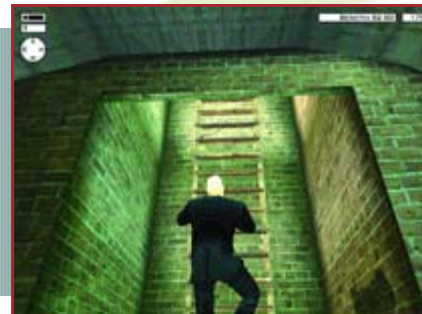
YOU BEGIN THE MISSION DOWN IN THE SEWERS AGAIN. THE ONLY WEAPONS AND EQUIPMENT YOU CARRY ARE WHAT YOU HAD AT THE END OF THE PREVIOUS MISSION WHEN YOU MADE YOUR GETAWAY IN THE BOAT. USE THE 9MM PISTOL SD PISTOL FOR SILENT KILLING. IF YOU HAVE THE SVD

SNIPER RIFLE, DUMP IT. YOU WON'T NEED IT.

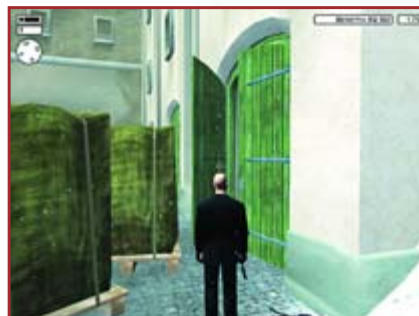
FOLLOW THE PATHWAY DOWN IN THE SEWER TO THE LADDER DESIGNATED ON YOUR MAP. THE ONE MARKED WITH THE LARGE RED ARROW LEADS TO THE ARMY DEPOT.



CLIMB UP THE LADDER, BUT HOLD AT THE TOP AND LOOK AROUND OUTSIDE WITHOUT EXPOSING YOUR HEAD. WAIT UNTIL THE PATROLLING GUARD WALKS AWAY TO THE RIGHT.



THEN POP UP AND MOVE BEHIND THE CRATES FOR COVER.



IF YOU DON'T HAVE A SILENCED PISTOL, HEAD THROUGH THESE DOORS.

INSIDE YOU FIND AN ASSAULT RIFLE AND AMMO. FIRE A ROUND TO ATTRACT SOLDIERS, THEN KILL THEM AS THEY ENTER. TWO OR THREE SHOULD COME AFTER YOU. ONCE THEY ARE ALL DOWN, TAKE A UNIFORM AND DROP THE ASSAULT RIFLE. THEN SKIP AHEAD TO PICKING UP YOUR SUPPLIES.



TO LIMIT THE NUMBER OF SOLDIERS YOU HAVE TO KILL, WATCH THE MAP TO SEE WHEN THE TWO SOLDIERS THAT COME TO THE EASTERN SIDE ARE BOTH MOVING WEST AND THE SOLDIER IN THE FAR WEST IS NOT LOOKING EAST. THEN RUN FOR THE GROUP OF THREE CRATES SOUTH OF THE MANHOLE.



HIDE HERE UNTIL THERE'S ANOTHER OPENING.



WHILE NO ONE IS LOOKING, AND WHILE THE SOUTHERN SOLDIER ON THE PLATFORM IS WALKING AWAY, RUSH UP ONTO THE PLATFORM AND GO AFTER HIM.



SHOOT HIM WITH THE SILENCED PISTOL WHILE HE IS BEHIND THE TWO CRATES.

THEN RUSH FORWARD AND TAKE HIS UNIFORM. DRAG THE BODY DIRECTLY BEHIND THE CRATES IF NECESSARY SO THE OTHER SOLDIERS CAN'T SEE IT.



HOLSTER YOUR WEAPON AND CONTINUE WEST TO THE STAIRS. THEN GET DOWN FROM THE PLATFORM AND HEAD NORTH TO YOUR STASH OF WEAPONS AND EQUIPMENT.



THERE YOU FIND A REMOTE CONTROL BOMB, THE REMOTE DETONATOR, A 9MM PISTOL SD IF YOU DON'T HAVE ONE, A PHONE, A PAGER, NIGHT-VISION GOGGLES, AND AMMO. GRAB IT ALL.



MAKE SURE ALL WEAPONS AND EQUIPMENT ARE HIDDEN ON YOUR PERSON, THEN MOVE OUT TOWARD THE TRUCK. DON'T GET TOO CLOSE TO ANY SOLDIERS OR THEY MAY SEE THROUGH YOUR DISGUISE AND START SHOOTING.

QUICKLY CLIMB INTO THE BACK OF THE TRUCK; IT DRIVES OFF.



THE TRUCK CARRIES YOU ACROSS THE MAP AND INTO THE HQ COMPLEX, PAST TWO SOLDIERS.



Find the General and the Prisoner



WHEN THE TRUCK STOPS, DISEMBARK AND GO TO THE RIGHT AROUND THE TRUCK. WALK PAST THE SOLDIERS AND AVOID LETTING THEM GET TOO CLOSE. MAKE FOR THE DOOR IN THE SOUTHEAST.



QUICKLY OPEN THE DOOR AND ENTER THE BUILDING.



AVOID SOLDIERS AS YOU HEAD TO THE ELEVATOR.

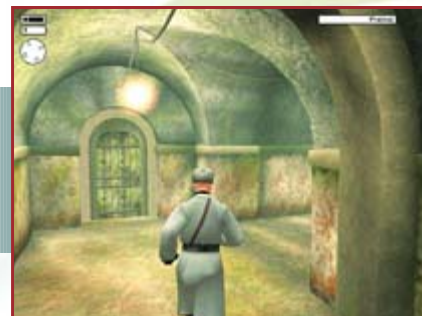


CALL THE ELEVATOR UP TO YOUR LEVEL, THEN ENTER IT AND CHOOSE "1ST BASEMENT" TO BEGIN YOUR DESCENT.

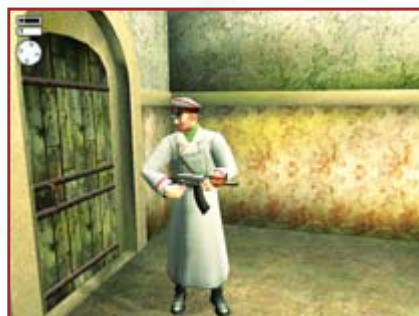
WHEN THE DOORS OPEN, EXIT AND MOVE DOWN THE HALLWAY. STAY AWAY FROM SOLDIERS OR PASS BY THEM QUICKLY.



TURN LEFT INTO THE SHORT HALLWAY LEADING TOWARD THE CONTROL ROOM.



HEAD DOWN TO THE SECOND DOOR LEADING INTO THE CONTROL ROOM.



THERE'S AN OFFICER IN THE CONTROL ROOM.



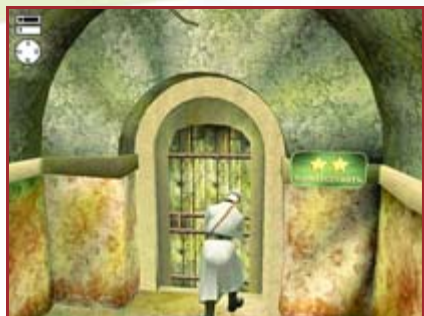
YOUR DISGUISE WILL KEEP YOUR IDENTITY SECURE; MOVE SMOOTHLY INTO THE CONTROL ROOM.

CROSS TO THE OTHER SIDE AND EXIT THROUGH THESE DOORS.



THE NEXT ROOM CONTAINS THE SURVEILLANCE SYSTEM. TAKE OUT THE 9MM PISTOL SD AND DISABLE ALL OF THE SURVEILLANCE CAMERAS.



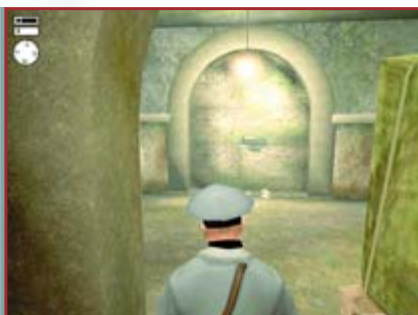


NOW EXIT THE ROOM, HEADING EAST, THEN FOLLOW THE CORRIDOR SOUTH AND THEN WEST. STOP AT THE DOOR TO THE OFFICER'S QUARTERS SHOWN HERE. MAKE SURE NO SOLDIERS ARE PATROLLING NEARBY AS YOU PICK THE LOCK.

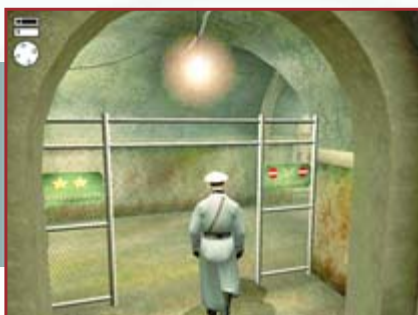
INSIDE, ON A COT, LIES AN OFFICER'S UNIFORM. PUT IT ON SO YOU CAN GET PAST THE SOLDIERS GUARDING THE WAY TO THE SECOND BASEMENT LEVEL.



EXIT THE ROOM AND HEAD WEST AGAIN. TURN LEFT INTO THE NEXT SHORT HALLWAY AND ENTER THE ROOM INDICATED ON THE MAP, WHERE YOU MUST BLAST YOUR WAY INTO THE SUBWAY. WALK OVER TO THE BRICK WALL AND DROP THE BOMB. IT AUTOMATICALLY ARMS.

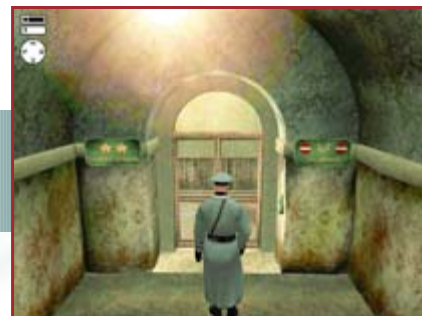


LEAVE THE ROOM AND CONTINUE NORTH AND WEST THROUGH THE CORRIDORS TO A SECURITY STATION.



ONLY OFFICERS ARE ALLOWED PAST HERE. SINCE YOU HAVE ON THE CORRECT UNIFORM, THE SOLDIER DOESN'T STOP YOU.

HEAD TO THE ELEVATOR AND TAKE IT DOWN.



IN THE SECOND BASEMENT LEVEL, MAKE YOUR WAY THROUGH THE CORRIDORS TO THE SOUTHWESTERNMOST DOOR. KEEP AWAY FROM PATROLLING SOLDIERS AS MUCH AS POSSIBLE.



YOU HAVE TO PICK THE LOCK, SO MAKE SURE NO ONE IS LOOKING.



ENTER THE OBSERVATION ROOM, WHERE YOU CAN SEE THE GENERAL INTERROGATING THE PRISONER.



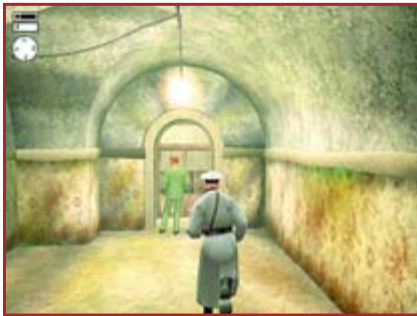
USING THE 9MM PISTOL SD, SHOOT THE GENERAL THROUGH THE GLASS, THEN JUMP THROUGH THE BROKEN WINDOW.



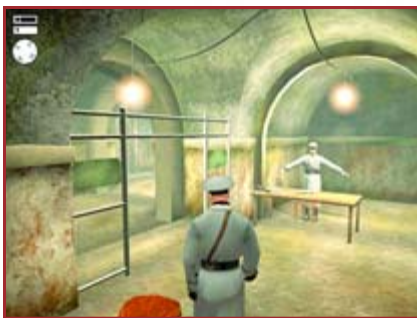


HITMAN 47 RELEASES THE PRISONER. BE SURE TO PICK UP THE COMBAT KNIFE AND PISTOL, THEN HOLSTER THEM.

Make your Escape



HEAD BACK TO THE ELEVATOR TO MAKE YOUR WAY BACK UP TO THE FIRST BASEMENT LEVEL.



AT THE TOP, QUICKLY MOVE THROUGH THE SECURITY STATION. IF THE SOLDIER TRIES TO STOP YOU, SHOOT HIM.

HEAD TO THE ROOM WHERE YOU LEFT THE BOMB.



PULL OUT THE BOMB REMOTE CONTROL AND ACTIVATE IT TO SET OFF THE BOMB.



RUN OUT THROUGH THE OPENING AND INTO THE SEWERS. MOVE QUICKLY BECAUSE SOLDIERS ARE RUNNING TO THE BLAST SITE.



KEEP MOVING TO THIS DOOR. DON'T WORRY ABOUT THE SOLDIERS SHOOTING AT YOU. IF YOU STOP TO SHOOT BACK, YOU'LL GET HURT. JUST KEEP RUNNING.



WHEN BOTH YOU AND THE PRISONER REACH THE DOOR, HE USES A KEYCARD TO LET YOU OUT AND COMPLETE THE MISSION.



Invitation to a Party

YOUR NEXT ASSIGNMENT IS TO ELIMINATE VLADIMIR ZHUPIKOV, THE FOURTH GENERAL FROM THE ARMS DEAL. HE HAS DEFECTED TO THE GERMAN EMBASSY AND WILL BE REQUESTING ASYLUM IN GERMANY. IT IS VITAL TO YOUR CLIENT THAT HIS BRIEFCASE IS RETRIEVED—IT CONTAINS A GUIDANCE SYSTEM THAT THE GENERAL WILL PROBABLY TRY TO PEDDLE TO THE HIGHEST BIDDER IN THE WEST. THERE IS A PARTY TONIGHT AT THE EMBASSY, AND LOADS OF GLITTERATI AND SOCIALITES—A PERFECT COVER FOR YOUR ASSIGNMENT, SO WEAR A TUX. UNFORTUNATELY, YOU DON'T HAVE AN INVITATION, AND YOU CAN EXPECT SECURITY TO BE ULTRA TIGHT. THE RUSSIANS ARE FURIOUS ABOUT THE PROSPECT OF A FORMER GENERAL DEFECTING TO A NATO COUNTRY. THEY HAVE SENT A SPETZNAZ AGENT TO THE PARTY, SO BE CAREFUL.

Mission Objectives

- Kill the general
- Secure the briefcase



General
Vladimir Zhupikov



The German ambassador

Mission Information

SINCE THE EMBASSY IS CRAWLING WITH SECURITY, YOU HAVE TO BE CAREFUL HOW YOU CONDUCT YOUR HIT. THE GENERAL HAS SECURED HIS BRIEFCASE IN ONE OF THE EMBASSY SAFES. ONLY THE GERMAN AMBASSADOR HAS THE COMBINATION TO THE SAFES. BECAUSE OF THE SPETZNATZ AGENT, YOU HAVE TO MOVE FAST. EXPECT HIM TO TRY TO GET TO THE BRIEFCASE AND RECOVER THE MISSILE GUIDANCE SYSTEM FOR THE RUSSIANS. TO COMPLETE THIS MISSION SUCCESSFULLY, YOU HAVE TO INFILTRATE THE EMBASSY, THEN TAKE OUT THE GENERAL. ONCE YOU HAVE THE BRIEFCASE, MAKE YOUR ESCAPE.

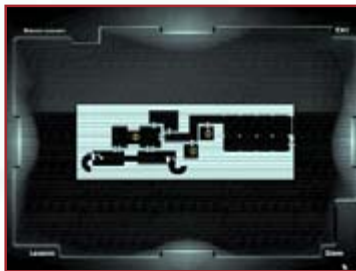
Weapons and Equipment

Whatever weapons and equipment you carry over from previous mission

Maps



Streets



Embassy basement



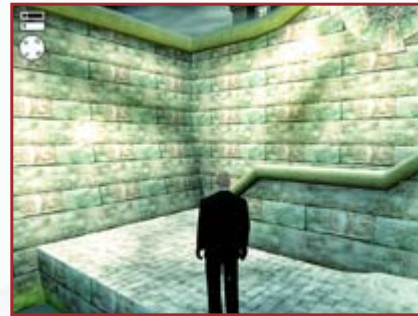
Embassy first floor



Embassy second floor

Completing the Assignment

Getting into the Embassy

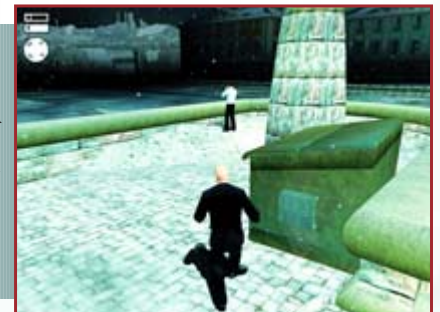


YOU BEGIN THIS MISSION ON THE RIVERFRONT EAST OF THE EMBASSY.

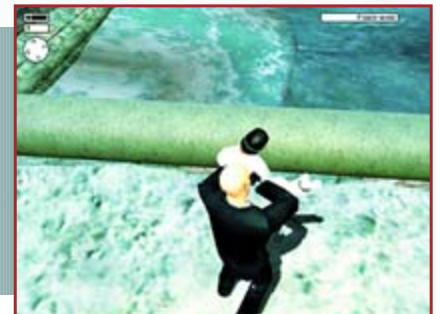


START BY CLIMBING THE STAIRS.

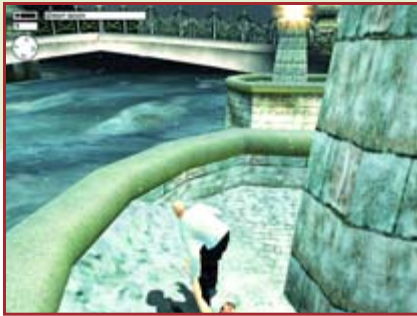
AT THE TOP, SWITCH TO STEALTH MODE AND SNEAK AROUND BEHIND THE WAITER TAKING A BREAK. IF YOU WALK OR RUN, HE WILL TURN AROUND AND LOOK AT YOU, MAKING IT TOUGHER TO DEAL WITH HIM.



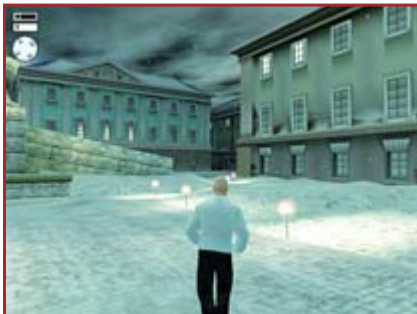
USE EITHER ANESTHETIC OR THE FIBER WIRE TO TAKE DOWN THE WAITER. ANESTHETIC IS BEST IF YOU HAVE ANY SINCE IT WILL NOT KILL HIM. THIS HELPS YOUR RATING.



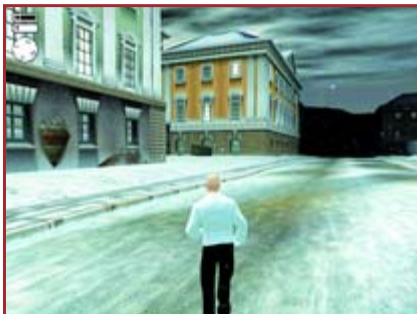
PICK UP THE DOOR KEYS FROM THE WAITER AND TAKE HIS UNIFORM.



THEN DRAG THE BODY OUT OF SIGHT.



MAKE SURE ALL WEAPONS ARE HOLSTERED, THEN HEAD SOUTHWEST TOWARD THE STASH LEFT FOR YOU BY THE AGENCY.



IT LIES BEHIND A DUMPSTER SOUTH OF THE EMBASSY.

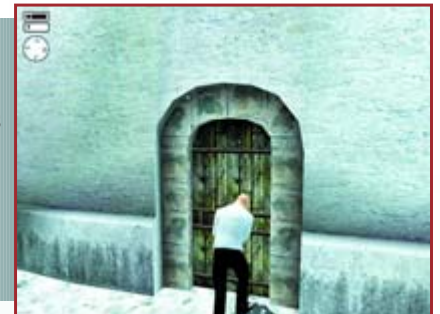
IN THE BOX YOU FIND A 9MM PISTOL SD, AMMO FOR THE PISTOL, AND A BOTTLE OF POISON.



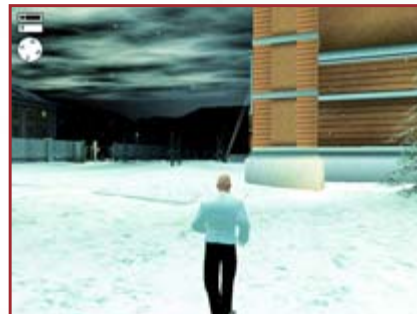
ONCE YOU HAVE EVERYTHING PUT AWAY ON YOUR PERSON, HEAD NORTHEAST.



MOVE NORTH ALONG THE EMBASSY'S EAST WALL. WALK PAST THE GUARD PATROLLING THE WALL. AS LONG AS YOU DON'T STAY TOO CLOSE TO HIM FOR ANY LENGTH OF TIME, HE WON'T SEE THROUGH YOUR DISGUISE.



YOU COME TO A SIDE DOOR THROUGH THE EMBASSY WALL. MAKE SURE NO ONE IS LOOKING, THEN PICK THE LOCK. CHECK THE MAP TO BE SURE THE GUARD ON THE OTHER SIDE OF THE WALL IS NOT NEARBY.



WHEN THE COAST IS CLEAR, ENTER THE EMBASSY GROUNDS AND RUN TOWARD THE BUILDING.

FOLLOW THE DRIVEWAY DOWN TO THE BASEMENT LEVEL AND GO THROUGH THE DOOR.



KEEP YOUR DISTANCE FROM THE GUARD NEAR THE LIMO AS YOU MAKE YOUR WAY THROUGH THE GARAGE.



HEAD DOWN THE HALL;
WHEN YOU SEE THE DOUBLE
DOORS TO THE KITCHEN,
DUCK INTO THE STORAGE
ROOM ON THE RIGHT.

WHILE IN THE STORAGE
ROOM, CHECK THE MAP TO
SEE WHERE THE GUARD IS
IN THE KITCHEN. WAIT
UNTIL HE EITHER LEAVES
THE KITCHEN OR MOVES TO
ONE END.



A Drink for the General



ENTER THE KITCHEN AND
WALK UP TO THE BOTTLE
OF CHAMPAGNE. PICK UP
A GLASS.

Tip



Use the map to keep track of several key players in the mission. Both the general and the Spetznatz agent appear as red circles while a white circle represents the ambassador.

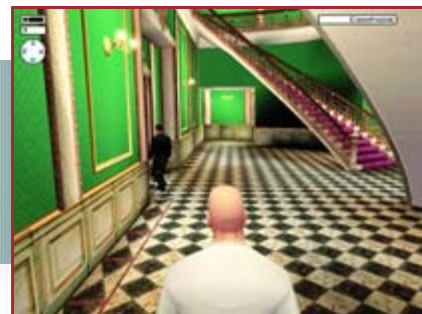


EXIT THE KITCHEN
THROUGH ONE OF THE
DOUBLE DOORS—
WHICHEVER ONE IS
FARTHEST AWAY FROM
THE GUARD.



AS YOU HEAD UPSTAIRS TO
THE FIRST FLOOR, PULL OUT
THE CHAMPAGNE FLUTE.
THEN TAKE OUT THE
POISON. YOU AUTOMAT-
ICALLY POUR SOME OF THE
POISON INTO THE
CHAMPAGNE—CREATING A
DEADLY COCKTAIL.

ONCE THE DRINK IS READY,
GO OUT INTO THE MAIN
LOBBY AND THROUGH THE
DOORS INTO THE BALLROOM.



WALK UP TO THE GENERAL
AND OFFER HIM A DRINK. HE
TAKES IT FROM YOU, DRINKS
IT, AND RUNS OUT OF THE
BALLROOM.



THE POISON WORKS
QUICKLY. SHORTLY AFTER
REACHING THE WATER
CLOSET, THE GENERAL DIES.
AND YOU DIDN'T EVEN HAVE
TO HIDE THE BODY.

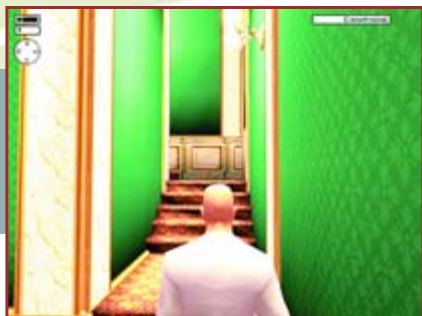
The Race for the Briefcase

WHILE YOU ARE IN THE
BALLROOM, WATCH FOR THE
SPETZNATZ AGENT. IF YOU
SEE HIM APPROACH THE
AMBASSADOR, HE IS HOLDING
HIM UP. HE WILL TAKE HIM
UPSTAIRS AND FORCE HIM TO
OPEN THE SAFE.



YOU NEED TO GET UP TO
THE SECOND FLOOR AND
FAST. HOWEVER, THE MAIN
STAIRCASES IN THE LOBBY
ARE WATCHED CAREFULLY.

INSTEAD, HEAD TO THE REAR STAIRS IN THE EMBASSY'S NORTHEASTERN CORNER.



USE THE MAP TO SEE WHERE THE TWO ARE HEADED. THEY WILL GO TO ONE OF TWO OFFICES. ONE IS IN THE SOUTHWEST AND THE OTHER IN THE SOUTHEAST. THERE ARE FOUR SAFES—TWO ON EACH FLOOR IN THE SOUTHWEST AND SOUTHEAST. THEY ARE MARKED ON THE MAP.



WHICHEVER OFFICE THE AGENT AND AMBASSADOR GO INTO, ENTER THE CONNECTED ROOM NEXT DOOR.



WALK OVER TO THE DOOR AND PULL OUT YOUR 9MM PISTOL SD. CAREFULLY TAKE OUT THE SPETZNAZ AGENT WITH A SINGLE ROUND TO THE HEAD AFTER THE AMBASSADOR HAS OPENED THE SAFE.

BE READY FOR A GUARD WHO MAY ENTER IF HE HEARS THE COMMOTION. TAKE HIM OUT BEFORE HE SOUNDS AN ALERT.



WALK OVER TO THE OPENED SAFE AND PICK UP THE BRIEFCASE.

The Getaway



HOLSTER YOUR WEAPON AND THEN GET OUT.

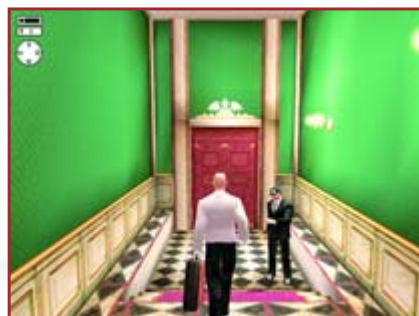
Tip



If guards start shooting at you while you have the briefcase, run away as fast as you can. The last thing you want to do is stop and shoot back. That would give other guards time to catch up and get into the firefight.



TAKE THE MAIN STAIRCASE DOWN TO THE LOBBY...



...AND WALK RIGHT OUT THE FRONT DOOR. AS USUAL, MOVE QUICKLY PAST GUARDS SO THEY DON'T SEE THROUGH YOUR DISGUISE.

ONCE YOU GET OUTSIDE, YOU ARE ALMOST HOME FREE. LOOK TO SEE WHERE THE GUARDS ARE PATROLLING AND AVOID THEM.



HEAD TO THE DOOR IN THE EASTERN WALL.



KEEP RUNNING ALL THE WAY TOWARD THE RIVER.

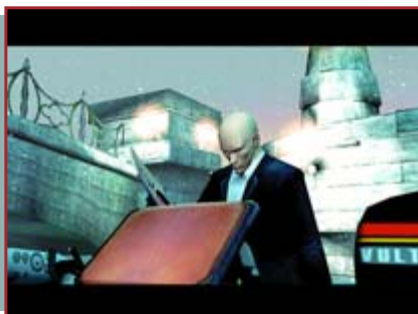


IF YOU ARE NOT BEING CHASED, CHANGE BACK INTO YOUR SIGNATURE SUIT.



DESCEND THE STAIRS TO YOUR WAITING BOAT TO COMPLETE THE MISSION.

WHEN YOU OPEN THE BRIEFCASE, YOU SEE THAT IT DOES NOT CONTAIN THE MISSILE GUIDANCE SYSTEM. INSTEAD, IT HAS MONEY AND STOCK CERTIFICATES FOR JAPANESE CORPORATIONS. LOOKS LIKE YOU ARE HEADED TO JAPAN.



Alternate Tactics



IF YOU DON'T HAVE ANY SCRUPLES, YOU CAN ACHIEVE YOUR OBJECTIVES MUCH QUICKER. FROM THE START, GO GET YOUR SUPPLIES, THEN TAKE OUT THE GUARD PATROLLING OUTSIDE THE EASTERN WALL.



PUT ON HIS CLOTHES AND GO IN THROUGH THE FRONT DOOR. DON'T LET ANY GUARDS GET TOO GOOD OF A LOOK AT YOU, THOUGH.



USE THE MAP TO LOCATE THE AMBASSADOR AND FOLLOW HIM INTO AN OFFICE. TAKE HIM OUT WITH A SILENCED PISTOL.

PICK UP THE SAFE COMBINATION FROM HIS BODY, OPEN THE SAFE, AND GRAB THE BRIEFCASE.



HEAD DOWNSTAIRS INTO THE NORTHWESTERN HALLWAY. THE GENERAL WALKS BETWEEN THE BALLROOM AND A ROOM IN THIS HALLWAY. SHOOT HIM WITH THE SILENCED PISTOL, HOLSTER IT, AND RUN FOR YOUR BOAT.





Tracking Hayamoto

YOUR NEXT SET OF MISSIONS TAKES YOU FROM RUSSIA TO JAPAN. YOUR CLIENT WANTS YOU TO ELIMINATE MASAHIRO HAYAMOTO, A WELL-KNOWN ARMS DEALER. HOWEVER, YOU HAVE NO DETAILS ON HIS SECRET HIDING PLACE. HIS SON, MASAHIRO HAYAMOTO JR., AND TANAKA KUSAHANA, A TOP LEADER OF THE YAKUZA, ARE HAVING A BUSINESS MEETING. THOUGH THE LOCATION IS REMOTE, THERE IS STILL A LOT OF SECURITY. YOU MUST PLANT AN ELECTRONIC TRACKING DEVICE ON HAYAMOTO JR., THEN ELIMINATE HIM SO HIS CORPSE WILL LEAD YOU TO HIS FATHER.

Mission Objectives

- Kill Hayamoto Jr.
- Plant bug on Hayamoto Jr.'s corpse
- Escape



Masahiro Hayamoto Jr.



Mission Information

THIS MISSION CAN BE TOUGH BECAUSE THE PLACE IS CRAWLING WITH YAKUZA THUGS. A LITTLE CREATIVITY GOES A LONG WAY. THERE ARE NO OPEN WINDOWS, SO YOU CAN'T USE A SNIPER RIFLE FOR THE HIT. YOU HAVE TO PLACE THE TRANSMITTER ON THE CORPSE. SINCE HAYAMOTO JR. NEVER LEAVES THE DINING ROOM, YOU HAVE TO FIND A WAY TO PLACE THE TRANSMITTER AND KILL HIM FROM A DISTANCE. HE IS HAVING A MEETING DURING HIS MEAL. MAYBE YOU CAN USE THE FOOD TO MAKE IT HAYAMOTO JR.'S LAST MEAL.

Weapons and Equipment

- Anesthetic
- 9mm Pistol 5D
- GPS Transmitter
- Ballers

Maps



Outside



Inside

Completing the Assignment

You Need a Disguise



YOU BEGIN INSIDE THE COMPOUND, BUT IN THE YARD OUTSIDE THE MAIN BUILDING WHERE THE MEETING IS TAKING PLACE. THERE ARE FOUR GUARDS. TWO PATROL THE PATH NEAR YOU, ONE PATROLS NEAR THE GARAGE, AND A FOURTH IS BY THE FRONT DOOR.

WATCH THE GUARD AT THE FRONT DOOR. WHEN HE GOES INSIDE AND SHUTS THE DOOR, WAIT A FEW SECONDS FOR THE TWO GUARDS ON THE OTHER SIDE OF THE BIG ROCK TO MOVE TOWARD THE MAIN GATE, THEN TAKE OFF FOR THE GARAGE.



WATCH THE GUARD IN THE DRIVEWAY. HE KEEPS HIS BACK TO YOU, BUT DON'T GET CLOSE ENOUGH FOR HIM TO HEAR YOU.



HEAD FOR THE FIRST GARAGE DOOR AND OPEN IT. WHEN IT IS HIGH ENOUGH, ENTER THE GARAGE AND CLOSE THE DOOR.



SNEAK UP BEHIND HIM WITH THE FIBER WIRE AND TAKE HIM DOWN. CHANGE CLOTHES AND THEN DRAG THE BODY TO THE OTHER SIDE OF THE CAR.



THE MAP SHOWS A GUARD INSIDE THE BUILDING, NEXT TO THE DOOR TO THE GARAGE. HE HAS A DISGUISE YOU COULD USE.

WITH YOUR DISGUISE IN PLACE, EXIT THE GARAGE. GO THROUGH ONE OF THE LARGE DOORS—BE CAREFUL TO CLOSE IT AS YOU LEAVE. YOU DON'T WANT ANYONE TO SEE THE BODY.



Into the Kitchen

WALK OVER TO THE CAR AND HONK THE HORN. THAT LURES THE GUARD OUT INTO THE GARAGE.



WALK NORTH AROUND THE EAST SIDE OF THE GARAGE TOWARD THE SMALL GARDEN IN THE REAR.



RUSH OVER TO THE LEFT SIDE OF THE DOOR, NEAR THE LARGE DOORS.



LOOK AROUND THE CORNER OF THE BUILDING TO CHECK OUT THE GUARDS. USE THE MAPS, BOTH INSIDE AND OUTSIDE.



THE GUARD WALKS OUT PAST YOU, AND CONTINUES TO THE CAR.



WAIT UNTIL THERE IS ONLY ONE GUARD OUTSIDE. THEN, WHILE KEEPING YOUR DISTANCE AND USING OBSTACLES FOR CONCEALMENT, HEAD AROUND TO THE NORTH SIDE.



WAIT TO THE RIGHT SIDE OF THE DOOR. GET THE ANESTHETIC READY TO PULL OUT.

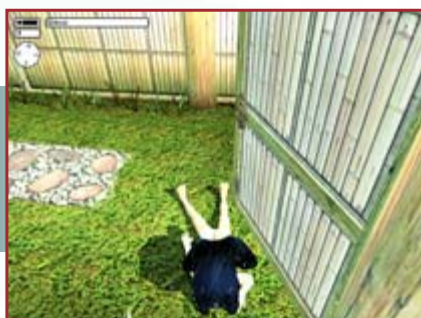


WHEN THE COOK WALKS OUT FOR A BREAK, SNEAK UP BEHIND HIM AND KNOCK HIM OUT. BE SURE TO USE ALL OF THE CHLOROFORM SO HE WON'T WAKE UP TOO EARLY AND SPOIL YOUR PLANS.

DRAG THE BODY OUT THROUGH THIS GATE AND HIDE IT AROUND THE CORNER.



CHANGE DISGUISES SO YOU LOOK LIKE THE COOK. HEAD TO THE KITCHEN DOOR.



BEFORE ENTERING THE KITCHEN, SWITCH TO THE MAP AND WATCH FOR A GUARD WHO PATROLS THROUGH THE KITCHEN. MAKE SURE HE IS EITHER OUTSIDE OR IN THE CENTRAL HALLWAY.



WHEN IT IS CLEAR, GO THROUGH THE KITCHEN AND TURN LEFT. GO THROUGH THE DOOR ON THE LEFT.



INSIDE, ON A CRATE, LIES A FUGU FISH. THIS FISH CAN BE EXTREMELY POISONOUS IF NOT PREPARED CORRECTLY. THAT IS JUST HOW YOU LIKE IT, SO CUT OFF A PIECE.

BEFORE LEAVING THE ROOM; CHECK THE MAP FOR THE PATROLLING GUARD. YOU DON'T WANT TO RUN INTO HIM UP CLOSE—HE WILL KNOW YOU ARE NOT THE COOK.



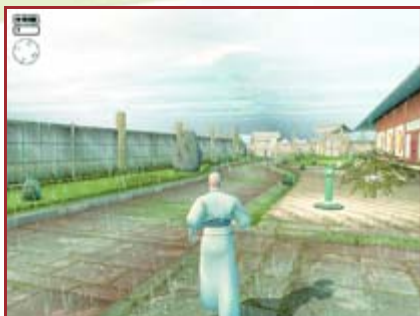
WHEN IT IS SAFE, GO BACK TO THE KITCHEN AND WALK UP TO THE PLATE ON THE LEFT. PLACE THE FUGU FISH AND THE GPS TRANSMITTER ON THE PLATE



Time to Leave

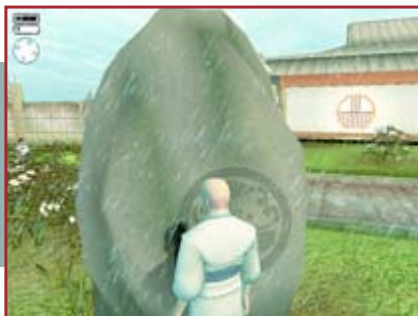


WITH THIS TASK ACCOMPLISHED, GET OUT OF THE KITCHEN. EXIT THROUGH THE DOOR YOU ENTERED. CHECK THE MAP TO MAKE SURE THERE IS ONLY ONE GUARD IN THE NORTH-EASTERN GARDEN, THEN MAKE YOUR WAY TOWARD THE GARAGE.



STILL IN YOUR COOK'S DISGUISE, RETURN TO WHERE YOU BEGAN THE MISSION.

HIDE BEHIND THE ROCK LIKE IN THE BEGINNING WHILE THE REST OF THE MISSION PLAYS OUT.



A WAITRESS COMES INTO THE KITCHEN AND PICKS UP THE PLATE OF SUSHI YOU HELPED PREPARE.



SHE SERVES IT TO HAYAMOTO JR.

THE SUSHI DOES NOT AGREE WITH HAYAMOTO JR., AND HE DROPS DEAD—WITH THE GPS TRANSMITTER INSIDE HIS BODY.



WITH BOTH OF YOUR OBJECTIVES COMPLETED, IT'S TIME TO GET TO SAFETY. WAIT FOR THE TWO GUARDS TO MOVE AWAY FROM THE MAIN GATE OR RUN FOR IT.

ONCE YOU REACH THE GATE, THE MISSION ENDS AND YOU ARE SAFE.



Hidden Valley

THE AGENCY HAS BEEN MONITORING THE GPS TRACKING DEVICE YOU PLANTED ON HAYAMOTO JR. BECAUSE OF YOUR FINE WORK, THEY HAVE BEEN ABLE TO TRACK DOWN HAYAMOTO SR., WHO HASN'T BEEN REGISTERED IN PUBLIC FOR MORE THAN 15 YEARS. HAYAMOTO SR. HAS EMERGED AT ONE OF HIS CASTLES IN CENTRAL JAPAN, MAKING THIS ASSIGNMENT TRICKY. YOU HAVE TO MAKE YOUR WAY THROUGH TOUGH SECURITY AND BYPASS ELECTRONIC SURVEILLANCE TO GAIN ACCESS TO THE CASTLE UNDETECTED. TAKE OUT THE POWER GRIDS TO THE ALARM UNITS. THE WHOLE AREA IS STUDDED WITH TRIPWIRES, GUARDS, SUBSTATIONS, ALARM UNITS, GUARD TOWERS, ETC. STRATEGIC PLANNING IS IMPORTANT—ALL OF THEIR SYSTEMS ARE ON HIGH ALERT—SO CAREFULLY CONSIDER YOUR MOVES. YOUR EQUIPMENT IS HIDDEN IN A TRUCK OUTSIDE THE ENTRY GATES.

Mission Objectives

- Get the equipment if needed
- Find the secret passage



THE EQUIPMENT IS BY THE WALL NEAR THIS TRUCK.

Mission Information

THIS MISSION IS DIVIDED INTO TWO PARTS. FOR THE FIRST PART, FIND THE SECRET PASSAGE LEADING TO HAYAMOTO'S CASTLE. THERE ARE TWO ROUTES. IF YOU TRAVEL OVER LAND, YOU'LL DEAL WITH OF PATROLLING GUARDS AND SNIPERS IN GUARD TOWERS. THE SECOND ROUTE PASSES THROUGH AN UNDERGROUND TUNNEL, ALSO HEAVILY GUARDED. HOWEVER, TRUCKS CONSTANTLY GO BACK AND FORTH THROUGH THIS TUNNEL. HITCH A RIDE, BUT BE CAREFUL. AT A CHECKPOINT IN THE TUNNEL, THE GUARDS SEARCH THE TRUCKS. YOUR STRATEGY SHOULD INVOLVE BOTH OVERLAND AND UNDERGROUND MOVEMENT.

Maps



The valley



Underground tunnel

Completing the Assignment

Getting the Equipment



YOU BEGIN THIS MISSION OUTSIDE IN THE SNOW. THE WEATHER PROVIDES COVER FOR YOU, BUT STAY AT A DISTANCE FROM ALL ENEMIES.

HEAD EAST FOLLOWING THE RIDGELINE TOWARD THE TRUCK CONTAINING YOUR EQUIPMENT.



IT WAITS NEAR THE NORTHEAST CORNER OF THE LARGE CONCRETE STRUCTURE, WHICH IS THE ENTRANCE TO THE TUNNEL.

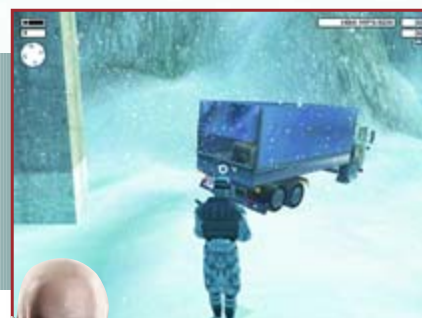


HOLD AT THE CORNER OF THE STRUCTURE AND WATCH FOR THE NEARBY GUARD.



STAY OUT OF SIGHT AS HE WALKS TOWARD YOU. WHEN HE TURNS AROUND AND WALKS AWAY, SNEAK UP AND USE THE FIBER WIRE TO TAKE HIM OUT.

TAKE HIS UNIFORM AND SMC-SD6, THEN HEAD FOR THE TRUCK. GET THE CROSSBOW AND THE NIGHT-VISION GOGGLES NEAR THE WALL.



Tip



The crossbow functions like a sniper rifle. It is single-shot, needing to be reloaded after every time you fire. Its scope allows you to target enemies at long range. Remember, the crossbow is silent.



WITH YOUR NEW OUTFIT AND EQUIPMENT, HEAD WEST TOWARD WHERE YOU BEGAN THE MISSION. WATCH FOR A GUARD PATROLLING NEAR THE ENTRANCE TO THE TUNNEL.



TRUCKS FROM THE TUNNEL STOP OUTSIDE NEAR THE WOODS ON A REGULAR BASIS. WAIT FOR ONE TO ARRIVE AND HOP IN.

THE TRUCK CARRIES YOU INTO THE TUNNEL AND PAST ALL OF THE GUARDS. WHILE YOU ARE RIDING, SWITCH TO THE MAP VIEW. IT SHOWS FIVE SQUARES ALONG THE TUNNEL ROUTE. THESE ARE PLACES WHERE YOU CAN ACCESS THE SURFACE. NEAR THE THIRD ACCESS, THE GUARDS STOP THE TRUCK AND SEARCH THE BACK.



WHEN THE TRUCK STOPS BRIEFLY NEAR THE SECOND ACCESS POINT, GET OUT.



GO THROUGH THE DOOR INTO THE SIDE CHAMBER AND USE THE MAP TO LOCATE THE PATROLLING GUARD.



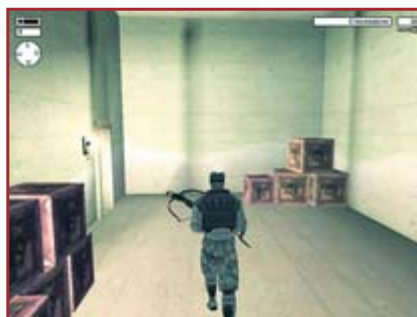
DROP THE CROSSBOW AND TAKE OUT YOUR SMG-SD6. STAND TO ONE SIDE OF THE DOOR AND WAIT.



WHEN THE GUARD WALKS THROUGH, TAKE HIM DOWN. PICK UP SOME MORE AMMO FOR YOUR SMG. DON'T FORGET YOUR CROSSBOW.



MAKE YOUR WAY THROUGH THE CHAMBER TO THE LADDER.

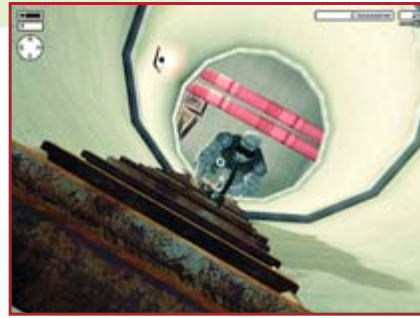


CLIMB IT TO THE SURFACE. NO ONE LURKS NEAR THE TOP OF THE LADDER, SO CLIMB OUT WITHOUT BEING SEEN.





TURN AND HEAD SOUTH. IN THE DISTANCE AND ON THE MAP, SEE A SOLITARY PATROLLING GUARD.



CLIMB DOWN THE LADDER. BEFORE YOU GET TOO FAR DOWN, SWITCH TO THE MAP VIEW OF THE TUNNEL AND MAKE SURE THERE IS NOT A GUARD DIRECTLY BELOW. IF THERE IS, WAIT UNTIL HE LEAVES THE ROOM.

BRING UP THE CROSSBOW AND AIM FOR HIS HEAD. A SINGLE BOLT TO THE HEAD WILL KILL A GUARD. HOWEVER, IF YOU ONLY HIT HIS BODY, IT MAY TAKE TWO OR THREE BOLTS, AND THE CROSSBOW TAKES A FEW SECONDS BETWEEN SHOTS FOR RELOADING.



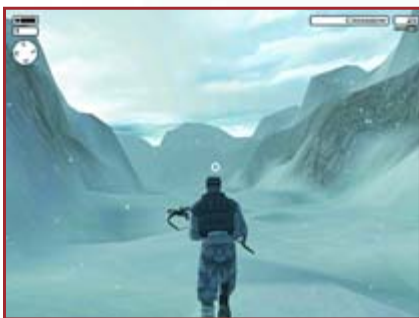
SET UP AN AMBUSH BY STANDING TO ONE SIDE OF THE DOOR WITH YOUR SMG READY. WHEN THE GUARD WALKS IN, LET HIM HAVE IT.



ONCE THE GUARD IS DOWN, GATHER SOME ADDITIONAL SMG AMMO FROM HIM.



GRAB MORE SMG AMMO, THEN HEAD FOR THE DOOR LEADING OUT INTO THE TUNNEL.



NOW HEAD EAST. YOU DON'T HAVE TO WORRY ABOUT ANY MORE GUARDS.

OUT IN THE TUNNEL, WAIT FOR A TRUCK HEADED EAST.



AT THE END OF THE SMALL VALLEY IS AN ACCESS POINT TO THE TUNNEL BELOW.



WHEN IT STOPS, HOP INTO THE BACK FOR ANOTHER RIDE.





YOU'LL GO THROUGH A LARGE GROUP OF GUARDS NEAR THE EXIT OF THE TUNNEL. STAY IN THE TRUCK. THEY WON'T SEARCH IT.

ONCE THE TRUCK LEAVES THE TUNNEL AND STOPS OUTSIDE, HOP OUT.



THE SECRET PASSAGE TO THE CASTLE IS TO THE SOUTH. ENTER IT TO COMPLETE THE MISSION.



At the Gates

THIS MISSION IS A CONTINUATION OF THE PREVIOUS ONE. YOU HAVE ARRIVED AT THE CASTLE COMPLEX AND MUST FIND AN ENTRANCE INTO IT.

Mission Objectives

- **Get to the castle undetected**
- **Wait for briefing on the alarm grid**

Mission Information

THE FIRST PART OF THIS MISSION INVOLVES CROSSING A LOT OF OPEN TERRITORY. TRY TO AVOID GUARDS AS MUCH AS POSSIBLE, USING THE CROSSBOW WHEN NECESSARY TO DEAL WITH THEM AT A DISTANCE. ONCE YOU GET TO THE CASTLE ITSELF, DEACTIVATE THE ALARM SYSTEM BY SHUTTING DOWN ITS GENERATORS. ONE IS OUTSIDE THE CASTLE AND THE OTHER TWO ARE INSIDE. WATCH FOR THE NINJAS HIDING IN THE RAFTERS. THEY KILL YOU QUICKLY WITH THEIR KATANA SWORDS AND JUMP AROUND A LOT, MAKING IT HARD TO HIT THEM WITH ANY WEAPON.

Maps



Valley



Castle

Completing the Assignment

Along the Ridgeline

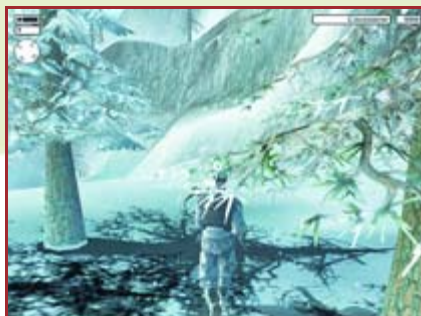


THE MISSION BEGINS WITH YOU IN YOUR COLD WEATHER OUTFIT.

HEAD SOUTHWEST TOWARD THE RIDGELINE.



GET UP ON THE RIDGE AND FOLLOW IT AROUND TO THE CASTLE. THIS IS THE LONG WAY TO THE CASTLE, BUT IT PUTS YOU WHERE YOU NEED TO BE. YOU'LL AVOID SEVERAL PATROLS.

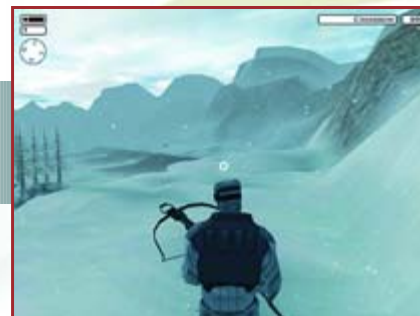


STAY IN THE TREES WHENEVER POSSIBLE, USING THEM FOR COVER.

NEAR THE TREES, YOU COME ACROSS A GUARD WALKING ALONE.



CONTINUE EAST WITH THE HILLSIDE TO YOUR RIGHT.



YOU COME ACROSS ANOTHER GUARD PATROLLING THE RIDGELINE. AGAIN, USE ANOTHER LONG-RANGE SHOT TO TAKE HIM OUT.



CROUCH DOWN AND TAKE AIM. GET A CLEAR HEAD SHOT SO YOU CAN DROP HIM WITH A SINGLE BOLT.

Deactivate the Security System

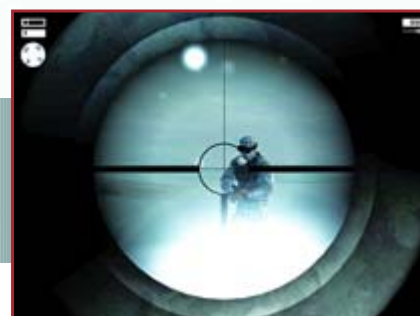


AS YOU APPROACH THE CASTLE, DIANA SHOWS YOU THE LOCATION OF THE FIRST GENERATOR. IT IS ON THE EASTERN WALL OF THE CASTLE.



TAKE HIS CLOTHES SO YOU CAN MOVE ABOUT WITH LESS SUSPICION.

TAKE OUT THE GUARD NEAR THE GENERATOR WITH THE CROSSBOW.



DRAW HIS BODY BACK INTO THE TREES AND OUT OF SIGHT OF THE PATROLS DOWN BELOW.



HEAD FOR THE FENCE SURROUNDING THE GENERATOR. THE GATE IS ON THE NORTHERN SIDE.



ONCE INSIDE THE FENCE, WALK OVER TO THE CONTROLS AND SHUT DOWN THE GENERATOR. THIS ALLOWS YOU TO ACCESS PARTS OF THE CASTLE.

HEAD SOUTH, THEN WEST AROUND THE FRONT OF THE CASTLE.



TURN RIGHT AT THE TOP AND HEAD TO THE SOUTH. WATCH OUT FOR SNIPERS IN THE WINDOWS. IF YOU MOVE QUICKLY, THEY USUALLY WILL NOT SEE YOU.



THE SECOND GENERATOR IS AHEAD.



THE FRONT ENTRANCE IS NOW OPEN WITH THE SECURITY SYSTEM DOWN.



SHUT IT DOWN TO DEACTIVATE MORE SECURITY SYSTEMS.



AS YOU APPROACH THE ENTRANCE, WATCH OUT FOR A PATROLLING GUARD.

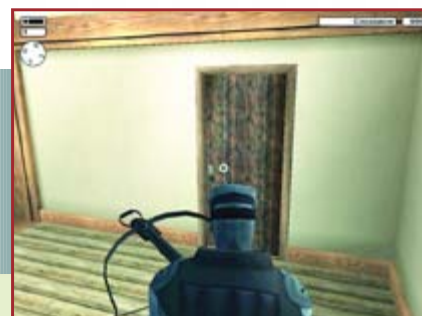


THERE IS ONE MORE GENERATOR YOU NEED TO SHUT DOWN. IT DOESN'T APPEAR ON YOUR MAP. HEAD NORTH, THEN EAST UP THIS RAMP.



WHEN IT IS CLEAR, RUN IN AND UP THE STAIRS.

GO THROUGH THE DOOR AT THE TOP, THEN STRAIGHT ACROSS TO THE NEXT DOOR AND OUTSIDE AGAIN.





A GUARD PATROLS THIS AREA. IF HE IS FAR AWAY, USE THE CROSSBOW TO TAKE HIM OUT. ALSO WATCH OUT FOR ANOTHER GUARD NEARBY.



CONTINUE TO THE CORNER AND TURN RIGHT.



HEAD TO THE DOOR AT THE END OF THE BUILDING YOU JUST LEFT. IF YOU MOVE THROUGH THE BUILDING, NINJAS DROP DOWN ON YOU FROM THE RAFTERS ABOVE.

MAKE ANOTHER RIGHT TURN AND ENTER THE CASTLE BUILDING THROUGH A SECURITY FIELD THAT IS NOW DOWN.



INSIDE, THE THIRD GENERATOR IS TO YOUR RIGHT.



HEAD UPSTAIRS AND INTO THE MAIN CASTLE COMPLEX TO COMPLETE THE MISSION.

WATCH OUT FOR THOSE NINJAS. IF YOU DON'T GET TOO CLOSE OR SHOOT AT THEM, THEY WILL LET YOU BE.



Into the Castle



HEAD BACK OUTSIDE AND GO NORTH. TURN LEFT AND GO WEST THROUGH THE DEACTIVATED SECURITY FIELD.

Shogun Showdown

THIS CASTLE, KATSUYAMA-JO, IS THE HEADQUARTERS OF MASAHIRO HAYAMOTO. YOUR OBJECTIVE IS TO TRACK DOWN HAYAMOTO AND ELIMINATE HIM, THEN GET AWAY SAFELY WITH THE MISSILE GUIDANCE SYSTEM IN HIS POSSESSION. ALTHOUGH THE SQUEAKY FORTRESS MAY LOOK OBSOLETE, MAKE NO MISTAKE—IT'S EQUIPPED WITH ALL THE LATEST ELECTRONIC SECURITY MEASURES. ON TOP OF THAT, THE PLACE IS CRAWLING WITH SECURITY GUARDS AT THE LOWER LEVELS AND HAYAMOTO'S HANDPICKED YOYIMBOS AT THE TOP. APPROACH THIS ASSIGNMENT WITH THE UTMOST CAUTION. THESE PEOPLE ARE RUTHLESS, FANATICAL, AND CLEVER.



Mission Objectives

- Eliminate Hayamoto
- Secure the missile guidance system
- Escape the castle



Masahiro Hayamoto



Locations of objectives

Mission Information

THIS MISSION CAN BE DIFFICULT UNLESS YOU USE YOUR BRAIN. THE MISSILE GUIDANCE SYSTEM IS DOWN IN THE MUSEUM BENEATH THE BASEMENT. HAYAMOTO, ON THE OTHER HAND, IS ON THE SIXTH FLOOR AND HEAVILY GUARDED. IF HE BECOMES AWARE OF YOUR PRESENCE, HE WILL RUSH DOWN TO THE MUSEUM, THEN HEAD FOR HIS HELICOPTER AND ESCAPE. DON'T ALERT THE GUARDS—UNTIL YOU ARE READY. SINCE HAYAMOTO IS VERY DIFFICULT TO KILL IN HIS ROOM AT THE TOP OF THE CASTLE, LURE HIM DOWN FOR THE HIT.

Maps



Outside



Inside

Completing the Assignment

The Bomb



YOU BEGIN THE MISSION IN THE ENTRANCE TO THE CASTLE. YOU WEAR YOUR ORIGINAL COLD WEATHER GEAR. YOU'LL NEED A GUARD'S UNIFORM FOR A DISGUISE.



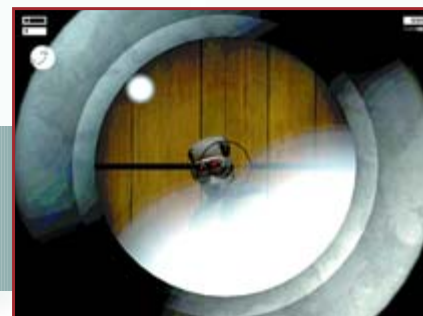
MOVE QUIETLY TO THE WOODEN DOOR AHEAD AND TO THE LEFT. THE DOOR LOOKS LIKE PART OF THE PANELING. IF YOU ARE NOT QUIET, THE TWO GUARDS AT THE TOP OF THE STAIRS TO YOUR LEFT WILL COME DOWN TO INVESTIGATE.

HEAD UP TO THE FIRST LEVEL.



AT THE TOP, WALK OVER TO THE DOOR AND CHECK THE MAP FOR A GUARD IN THE ROOM ON THE OTHER SIDE. WHEN HE WALKS AWAY FROM YOU, OPEN THE DOOR.

USE THE CROSSBOW TO MAKE A HEAD SHOT AND DROP THE GUARD WITH A SINGLE BOLT.





DROP THE CROSSBOW AND QUIETLY WALK TOWARD THE BODY. WALK ON THE WOODEN BEAMS. WALKING ON THE OLD WOOD FLOORBOARDS CAUSES THEM TO CREAK AND THE GUARDS IN THE OTHER ROOM TO COME IN.



PICK UP THE SMG-SD6 FROM THE DEAD GUARD, THEN GET IT READY TO FIRE. MAKE NOISE BY STEPPING ON THE OLD FLOORBOARDS, THEN GUN THE TWO GUARDS DOWN AS THEY ENTER.

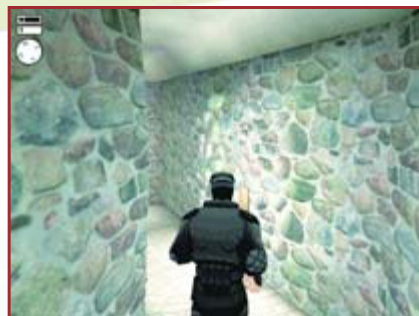
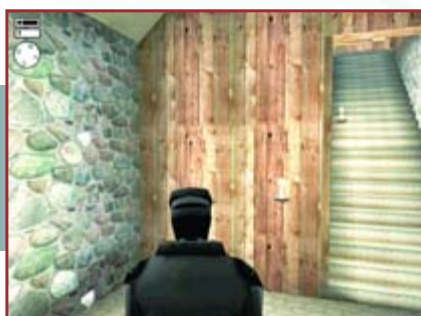


YOU NEED A DISGUISE. TAKE THE CLOTHES FROM ONE OF THE GUARDS. HOLSTER YOUR WEAPONS OR GUARDS MAY BECOME INTERESTED IN YOU.

ONCE YOU ARE READY, HEAD DOWN THE FLIGHT OF STAIRS IN THE ROOM.



AT THE BOTTOM, TURN RIGHT AND GO THROUGH A WOODEN DOOR.



FOLLOW THE PASSAGEWAY INTO ONE OF THE CASTLE'S WINGS.

AFTER GOING THROUGH ANOTHER DOOR, TURN RIGHT AND GRAB A KEYCARD FROM A SHELF. THIS ALLOWS YOU TO GET THROUGH THE SECURITY SYSTEM.



YOU NOW NEED TO GET TO THE SOUTHERN WING OF THE CASTLE. HEAD WEST AND THEN SOUTH THROUGH THE HALLWAYS.



A FEW NINJAS HIDE UP ON BEAMS IN THE RAFTERS. WALK PAST THEM AND THEY'LL LEAVE YOU ALONE.

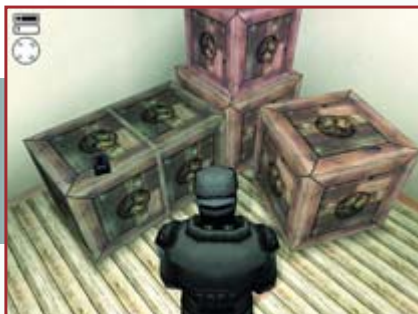
ENTER THE ROOM IN THE SOUTHERN WING MARKED ON THE MAP. THERE ARE A COUPLE OF GUARDS IN THE CORNER, BUT THEY ARE OCCUPIED AND WILL NOT BOTHER YOU.





WALK OVER TO THE OTHER DOORWAY AND DEACTIVATE THE LASERS.

ENTER THE NEXT ROOM AND PICK UP THE BOMB AND REMOTE CONTROL.



DEACTIVATE THE LASER AGAIN AS YOU EXIT THE ROOM. CONTINUE OUT TO THE HALLWAY.

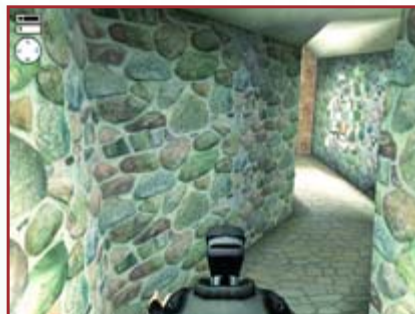


NOW THAT YOU HAVE THE BOMB, MOVE OUT INTO THE COURTYARD AND WALK UP ONTO THE HELIPAD.

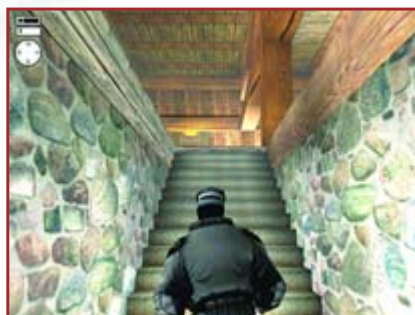
WALK UP TO THE HELICOPTER AND PLANT THE BOMB.



The Missile Guidance System



ONCE THE BOMB IS ARMED, HEAD NORTH AND JUMP OFF THE HELIPAD, THEN GO INTO THE NORTHERN WING. FROM THERE, ENTER THE PASSAGEWAY THROUGH THE DOOR NEXT TO THE SHELF WHERE YOU PICKED UP THE KEYCARD.

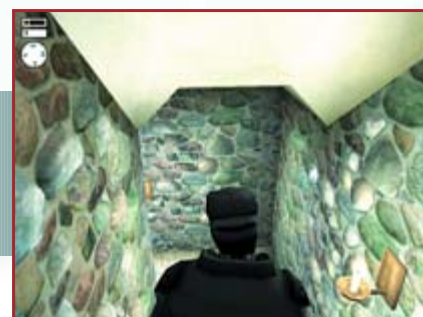


HEAD UPSTAIRS TO THE ROOM WITH THE SQUEAKY FLOOR.



USE THE KEYCARD TO GET THROUGH ANOTHER LASER SECURITY CHECKPOINT.

TURN RIGHT AND HEAD DOWNSTAIRS TO THE BASEMENT.



CROSS THE ROOM TO THE OTHER SIDE AND GO THROUGH THE DOOR.



GO DOWN ANOTHER FLIGHT OF STAIRS TO THE MUSEUM.

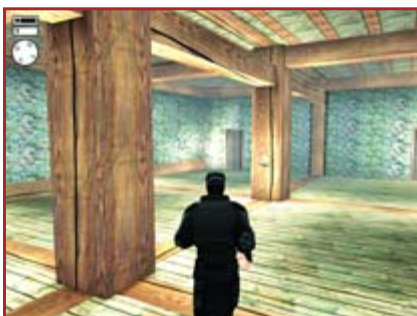
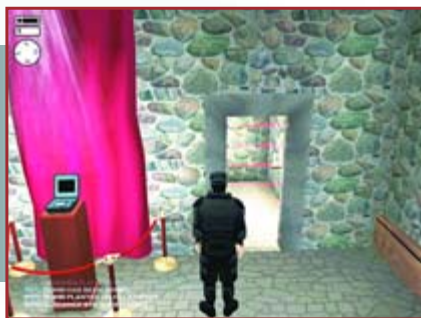


USE THE KEYCARD AGAIN TO GET PAST ANOTHER LASER CHECKPOINT.

WALK UP TO THE MISSILE GUIDANCE SYSTEM AND PICK IT UP.



EXIT THE MUSEUM THROUGH THE SAME DOOR YOU ENTERED. THERE IS A GUARD OUTSIDE THE OTHER DOOR, SO KEEP YOUR DISTANCE.



HEAD UPSTAIRS TO THE BASEMENT, CROSS OVER TO THE OTHER SIDE, AND GO UP TO THE FIRST FLOOR.

CONTINUE ACROSS THE ROOM WITH THE SQUEAKY FLOOR TO THE DOOR BY WHERE YOU DROPPED THE CROSSBOW. PICK IT UP, THEN GO DOWNSTAIRS TO WHERE YOU BEGAN THE MISSION.



The Hit and Escape



GO UP AND SOUND THE ALARM ON THE THIRD FLOOR. SWITCH TO THE SMG-SD6 AND TAKE CARE OF ANY GUARDS WHO COME DOWN TO INVESTIGATE.



HAYAMOTO HEADS DOWN TO THE MUSEUM WHEN THE ALERT IS SOUNDED. AFTER SEEING THAT THE MISSILE GUIDANCE SYSTEM IS GONE, HE BREAKS FOR THE HELICOPTER.

OBSERVE HIS MOVEMENTS ON THE MAP OR BY PEEKING UP THE STAIRS. WHEN HE GETS IN THE HELICOPTER, USE THE REMOTE CONTROL TO DETONATE THE BOMB.



WITH TWO OBJECTIVES COMPLETED, HEAD OUT THE PASSAGeway TO MAKE YOUR ESCAPE AND FINISH THE MISSION.



Basement Killing

The Agency has a neat little mission for you in Malaysia. Kuala Lumpur is home to the headquarters of a talented hacker and kleptology expert, Charlie Sidjan, who has stolen a valuable piece of software. It works as a key signature in military software and was until recently the exclusive property of the U.S. government. With this nifty piece of software in the hands of an adversary, any incoming missile will be detected as American, which renders missile shields worthless. Your client wants you to retrieve this piece of code and exterminate Charlie Sidjan and all records of this code. He is running his business under cover of a company called Carniwarez Inc. Computer Systems. Its network is completely inaccessible. Your objective is to assassinate Charlie Sidjan and place a small dongle on the main server of Carniwarez Inc. Computer Systems. Security includes guards everywhere, closed-circuit surveillance of all areas and elevators, metal detectors, and so forth. Once you have taken care of Charlie, continue to the direct elevator to the Carniwarez main office to shut down some of the surveillance systems by the elevator.

Mission Objectives

- Find and kill Charlie in the basement
- Disable the surveillance system for the direct elevator



Charlie Sidjan

Mission Information

This mission requires creativity. To get to the elevator that leads down to the basement, you need a disguise and some method of getting your weapons through the metal detectors. Once in the basement, you have to get past several guards to access the door to the lower basement where Charlie works alone. Finally, disable the security system to use the direct elevator.

Weapons and Equipment

- Fiber wire

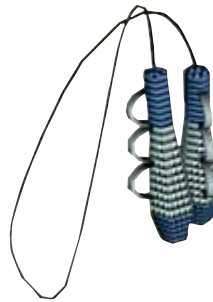
Maps



Ground floor



Basement



Lower basement

Completing the Assignment

Creating a Diversion



You begin the mission in a telephone booth in the lobby of the tallest building in the world.



Head east.



Go through the door to the security department. A single guard patrols back and forth between two rooms. Wait until he leaves the room designated on the map and enters the eastern room.

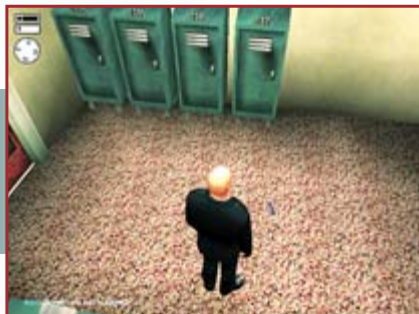


Walk into the western room.



Go to locker 137, open it, and take out the pistol, ammo, and smoke bomb.

Pull out the smoke bomb and use it; 47 arms it and drops it.



Get out of there.



Head west across the lobby to the fire department.

Down to the Basement



The smoke bomb sets off a fire alarm. Wait for all the firefighters to exit their offices, then rush inside.



On the northern side of the room is a firefighter's suit.

Put it on and grab the fire axe.



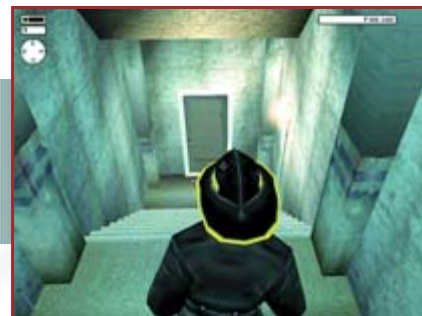
Head out of the office to the metal detectors. You pass through without a problem since they assume you're headed to a fire.



Continue on to the elevator.



Descend a couple of flights of stairs to the lower basement.



The Hit

Call it and head down to the basement.



At the bottom, pick the door's lock.



Your disguise works in the basement.



Charlie is at the opposite end of the room with his back to you.



Walk right into the security office.



Sneak up to him. Watch out for the potato chips and other garbage on the floor. It makes noise if you step on it. If you get close enough, use the fire axe or fiber wire. However, if Charlie runs, bring out the 9mm Pistol SD and drop him before he can escape.



Go through the door next to the elevator.



Once Charlie is neutralized, walk over to the computers to report in.



Now return to the security office on the basement level.



Put on his uniform, then hide his body in one of the stalls.



Shoot the computer in the corner to disable the security system on the direct elevator. If there are guards in the security room, take them out first.



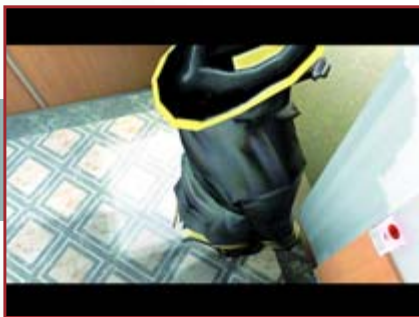
Go to the food delivery office and pick up a pizza.

Get in the elevator to complete the mission.



Since you cannot get through security with your pistol, go to the laundry room in the eastern part of the building and drop your pistol down the laundry chute.

Hitman 47 rides up to the next mission.



Then you can go through the metal detector without any problems.



Alternate Tactics



There is another way to accomplish this mission. Get your equipment and go to the men's restroom in the west. Wait for the pizza delivery boy to show and take him out. If you bring anesthetic, just knock him out instead.

Down in the basement, pick up your pistol in the laundry room. Then take the pizza to the security room and down to the lower basement.





Charlie will probably recognize that you are not the normal delivery boy and try to get away. Shoot him before he gets to the door. Continue through the mission as normal.



The Graveyard Shift

You must now place the dongle on the master server, situated in a locked and air-conditioned room. That way, your client can access the system and retrieve the encoded information. Only the system administrator's keycard will get you into the room. On this floor, guards patrol at regular intervals. Some staff work late; hopefully, the system administrator is one of them.

Mission Objectives

- Plant the hacking device
- Find an exit



The server

Mission Information

This mission is straightforward. You first need to get a system administrator keycard, then access the server. Once you have planted the hacking device, you have to escape.

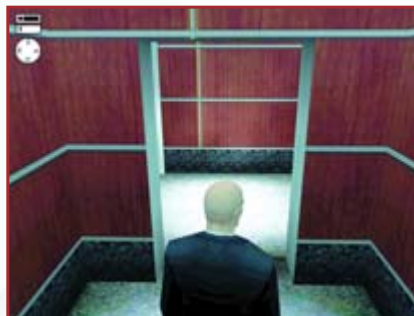
Maps



Office floor

Completing the Assignment

Acquiring a Keycard



The direct elevator takes you to the office floor of Carniwarez Inc.

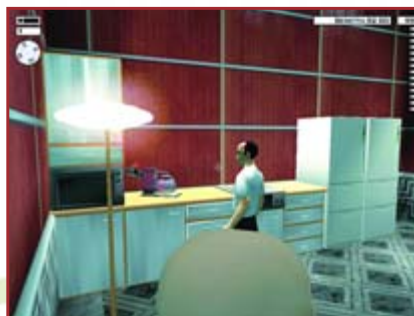
Check the map to locate the kitchen, then walk quietly to that room. Remember, there are two guard stations near you—one to the east and one to the west.



By the counter, a web camera faces a pot of coffee. Take out your silenced pistol and shoot the camera. If you switch to the map view, you will see a white circle headed your way. That is the system administrator coming to check out the situation.



Stand to the left of the door and wait. The system operator walks past you and over to the destroyed camera.



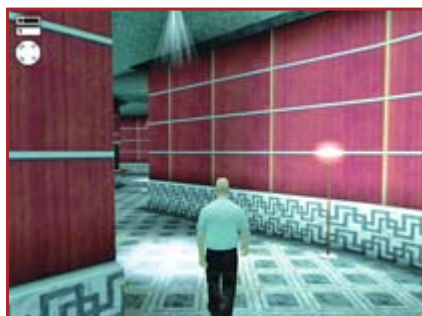
Either silently shoot the system administrator or knock him out with anesthetic if you have some.



Take his clothes for your disguise and then drag the body to a corner of the room—out of sight.

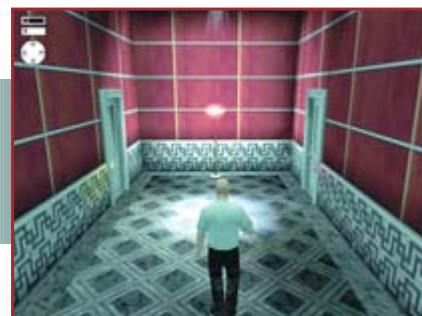


Head back to the main central hallway.

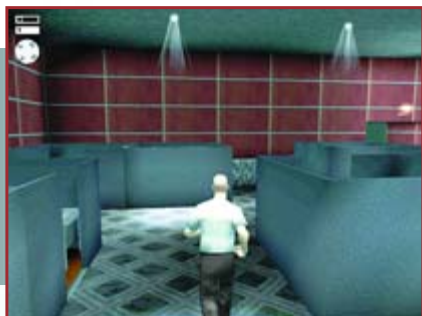


Unfortunately, the system administrator left his keycard back at his office. You have to go get it.

Go north to the end hallway where there are two locked doors.



Head through one of the large offices filled with cubicles to the hallway running along the western side of the floor.



Use the keycard to get through the door on the left with the yellow access panel.



Walk to the system administrator's office and open the door.



Inside is the company server.



The keycard lies on the table next to the computer. There is also a pistol and ammo.

Walk up to the system and plant the hacking device.





Once your main objective is accomplished, exit the room.

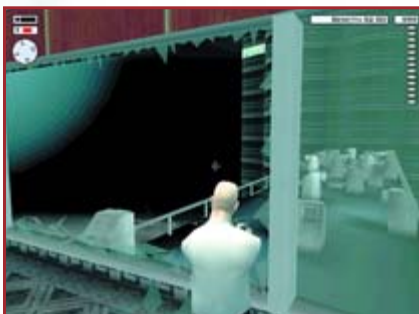
Turn right at the central hallway and head for one of the offices with the cubicles.



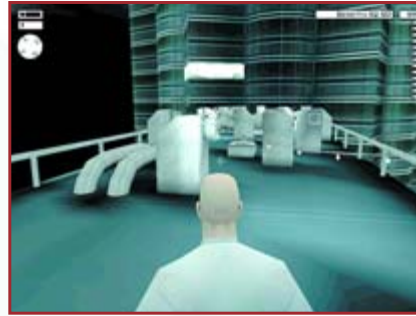
Work through the maze of cubicles to the western hallway. Avoid contact with any employees or guards.



You eventually come to a large window overlooking the skybridge.



Take out your silenced pistol and shoot out one of the panes of glass.



Climb out onto the skybridge. Weave your way around air-conditioning units and strings of lights.

If you keep quiet, you can slip past a couple of guards patrolling the area. Even if they see you, it's best to run away instead of engaging them.



Get to the basket at the end of the skybridge to complete the mission.



The Jacuzzi Job

You have been informed that your bonus target is indeed a twin playboy, with a passion for women and expensive art. He's got plenty of both, including a valuable 16th-century statue. Security is tight. Your client would prefer if you could make this look like a simple burglary gone bad—so kill the target, steal some valuables, and escape by the elevator.



Mission Objectives

- 🔫 Kill Charlie Sidjan
- 🔫 Steal the money
- 🔫 Steal the statue



The priceless statue

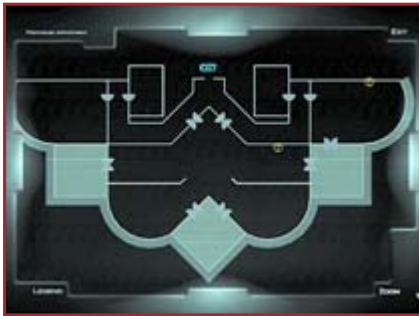


The money in the safe

Mission Information

This mission does not appear difficult. There are only two guards, a secretary, and four other women as well as the target. However, all four of the bikini-clad women are packing heat. If you rush in shooting, you'll have to deal with them. Shooting should be your last resort. If the alert is sounded, additional guards will charge up the elevator.

Maps



Penthouse apartment

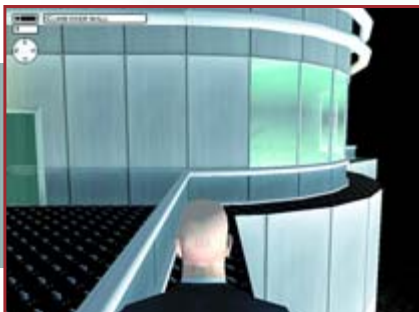
Completing the Assignment

Getting Inside

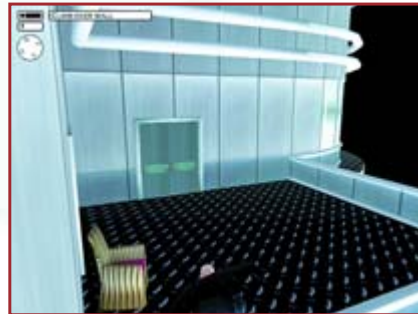


You begin on the ledge outside the target's suite.

Crouch down and make your way along the ledge to the other side of the suite.



Be careful as you walk around the windows so the people inside do not see you.



When you get to the eastern balcony, hop over the wall.



Walk up to the double doors on the right.

Look through the keyhole or use the map view. Watch the secretary at the computer. You can also see her movements on the map view.



When she gets up from the desk and exits the office, rush into the room and out through the door on the left.

Head right through the door across the hall and enter the control room.



Turning Off the Lights



On the northern wall, a fuse box sits near the security console. This controls the security system for the safe, statue, and the lights.

Destroy the fuses to shut off all power to the suite. Watch the map view. Wait for the secretary to run out of the office, and make sure no guards are around.



Note

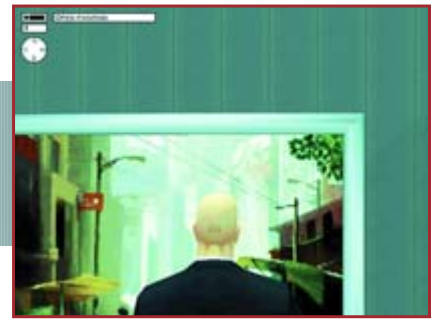


There are night-vision goggles on the table in the living room; however, you can usually see better in the dark than with the limited field of vision the goggles provide.



When it is clear, go back across the hallway and into the office.

Walk up to the painting and open it to reveal the safe.



Open the safe and pick up the money. Don't worry about closing it.



By now a guard should be approaching the office. Stand to one side of the door and take him out with a silenced pistol.

Note



Keep an eye on the map view while in the office. You may have to deal with the guard before opening the safe.

Take the guard's uniform and drag the body completely into the office if necessary.





Head back into the room with the fuses and stand to the side of the door, away from the fuses. Wait for the repairman to arrive and then knock him out with the anesthetic, or you can shoot him with the 9mm Pistol SD.



While still near the door, sidestep to the left until you can see Charlie's head sticking out of the water. Take out the 9mm Pistol SD and put a single round through his skull.

Head through the double doors out onto the balcony, then inside to the living room.



Turn around and get out of the room, holstering your pistol as you go. Head down the hallway.

Grab the statue off the display and move toward Charlie's Jacuzzi room.



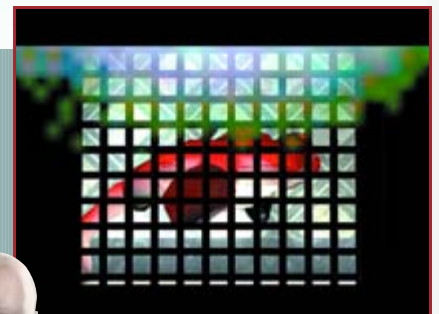
Make your way to the elevator before reinforcing guards can arrive.

And Now...the Hit



Holster your weapon to walk past the other guard or other people without them recognizing you and sounding an alert.

Once in the elevator, you are safe and have completed yet another mission. Say goodbye to Malaysia.



Enter the Jacuzzi room.





Murder at the Bazaar

YOUR SERVICES ARE REQUIRED AGAIN, AND THIS TIME YOU HAVE TO PROVE YOU'RE WORTH THE MONEY. YOUR CLIENT HAS LOST SOME CARGO, WHICH HE WANTS BACK AT ANY COST. IT APPEARS TO HAVE BEEN STOLEN BY RENEGADES, ARMED TO THE TEETH. THE CARGO IS HIDDEN IN THE DESERT.

THIS IS A TWO-STAGE MISSION. ELIMINATE LIEUTENANT AHMED ZAHIR AND GET A MAP FROM HIM. IT SHOWS THE LOCATION OF THE CARGO. HE'S QUITE WEAK, HAS A PACEMAKER, AND GOES FOR A NAP EVERY DAY AFTER NOON PRAYERS, SO THAT'S A GOOD TIME TO TO ELIMINATE HIM WITHOUT RAISING ANY SUSPICIONS. IF THE ALARM SOUNDS, THE MISSION FAILS. THE LIEUTENANT IS WELL GUARDED BEHIND LOCKED DOORS, WHERE ONLY HIS TRUSTED BODYGUARDS HAVE KEYS AND ACCESS. BOTH HIS AND THE GUARDS' QUARTERS ARE IN FRONT OF THE PALACE. WHEN THIS IS DONE, YOU HAVE TO KILL COLONEL MOHAMMAD AMIN AND STEAL THE KEY HE'S HOLDING. IT'S AN IMPORTANT PART OF THE CARGO.

Mission Objectives

- **Eliminate Lieutenant Ahmed Zahir**
- **Get map of location of warheads from lieutenant**
- **Eliminate Colonel Mohammad Amin**
- **Get key from colonel**



**Lieutenant
Ahmed Zahir**



**Colonel
Mohammad Amin**

Mission Information

YOU BEGIN THIS MISSION WITH A DISGUISE APPROPRIATE FOR THE LOCALE. IT WILL GET YOU INTO THE BAZAAR AND PAST THE GUARDS IF CAUTION AND THE PROPER ROUTES ARE USED. TAKE OUT THE LIEUTENANT FIRST AND GET THE MAP. USE THE LIEUTENANT'S CLOTHES AS A DISGUISE WHILE YOU GO AFTER THE COLONEL. IT'S IMPORTANT YOU KNOW YOUR WAY AROUND THE VILLAGE. WHILE BEING PURSUED, IT'S EASY TO TAKE A WRONG TURN INTO A DEAD END. USE THE MAP AND SCOUT AROUND SO YOU KNOW WHERE YOU MUST GO AND HOW TO GET THERE. HIDE BEHIND BUILDINGS, WALLS, AND CRATES AND OTHER OBJECTS AS YOU SNEAK AROUND. IT IS VITAL THAT YOU DO NOT ALERT THE GUARDS. IF THE COLONEL LEARNS OF THE LIEUTENANT'S DEATH, HE WILL RUN FOR THE PALACE AND THE MISSION WILL FAIL.

Weapons and Equipment

- **9mm Pistol 50**
- **Ballers**
- **Anesthetic**
- **Combat Knife**

Maps



The village

Completing the Assignment

The Lieutenant's Nap



YOU BEGIN IN THE SOUTH-WESTERN CORNER OF THE VILLAGE.

RACE NORTHWEST TOWARD THE LIEUTENANT'S HOUSE. RUN ALL THE WAY TO GET THERE BEFORE THE PATROLLING GUARDS.



HEAD AROUND TO THE BACK DOOR WITHOUT THE GUARDS IN FRONT SEEING YOU.



THE BACK DOOR IS LOCKED. QUICKLY PICK IT.

WHEN YOU GET THE DOOR OPEN, WALK INSIDE. RUNNING MIGHT ALERT GUARDS OR WAKE THE LIEUTENANT.

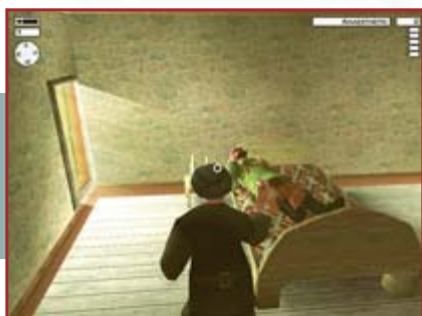


GO UPSTAIRS TO THE SECOND FLOOR WHERE THE LIEUTENANT SLEEPS.



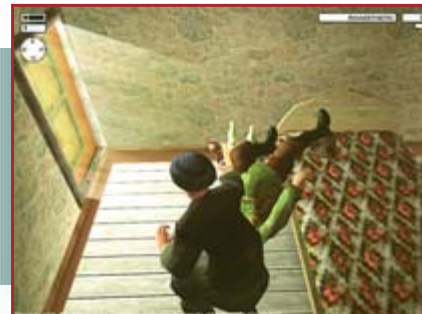
WHEN YOU GET TO THE TOP, USE STEALTH MODE TO SNEAK ACROSS THE FLOOR.

PULL OUT THE ANESTHETIC AND APPROACH YOUR TARGET.



USE THE ANESTHETIC ON THE LIEUTENANT. BECAUSE OF HIS WEAK HEART, THE ANESTHETIC KILLS HIM RATHER THAN KNOCKING HIM OUT.

A COUPLE OF GUARDS HAVE ENTERED THE HOUSE AND ARE STANDING DOWNSTAIRS. QUIETLY TAKE THE MAP COORDINATES AND THE LIEUTENANT'S CLOTHES.



HOLSTER ALL WEAPONS AND EQUIPMENT, THEN HEAD DOWNSTAIRS.



MOVE QUICKLY PAST THE GUARDS AND OUT THE BACK DOOR BEFORE THEY RECOGNIZE THAT YOU ARE NOT THE LIEUTENANT.

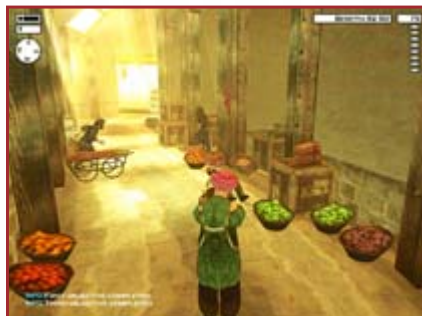
The Hit at the Bazaar



MOVE WEST, THEN SOUTH, AND THEN EAST, ALL THE WAY TO THE EASTERN ENTRANCE OF THE BAZAAR. THERE ARE GUARDS PATROLLING OUTSIDE, BUT IF YOU WALK PAST THEM AT A DISTANCE WHILE WEARING YOUR LIEUTENANT'S DISGUISE, THEY WILL NOT SOUND AN ALERT.



LOCATE THE COLONEL AND HIS GUARD. KEEP BACK AND DON'T LET THEM GET A CLOSE LOOK AT YOU.



WHEN BOTH OF THEIR BACKS ARE TURNED, PULL OUT THE 9MM PISTOL SD. SHOOT THE GUARD IN THE HEAD, THEN THE COLONEL.

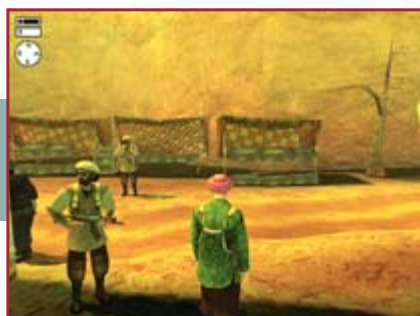


PICK UP THE KEY FROM THE COLONEL'S BODY AND HOLSTER YOUR WEAPON. SINCE NO OTHER GUARDS SAW YOU MAKE THE HIT, THEY WON'T SUSPECT YOU IMMEDIATELY—UNLESS THEY SEE YOU CARRYING A WEAPON.

WALK OUT THROUGH THE EASTERN ENTRANCE TO THE BAZAAR.



IF THE GUARDS BECOME ALARMED, START RUNNING.



HEAD TOWARD THE EASTERN GATE, WHICH IS YOUR EXIT POINT.

EVEN IF YOU ARE BEING SHOT AT, KEEP RUNNING AND THE MISSION WILL END WHEN YOU GET TO THE GATE.



Alternate Tactics



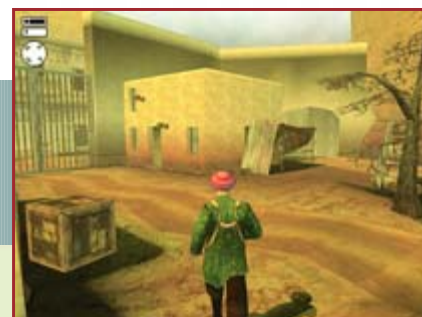
IF YOU WANT TO TRY A MORE ELABORATE HIT ON THE COLONEL, TAKE OUT THE TWO GUARDS ON THE LOWER LEVEL OF THE LIEUTENANT'S HOUSE IF THEY ENTER. SINCE THEIR BACKS ARE TO THE STAIRS, A COUPLE OF ROUNDS FROM THE 9MM PISTOL SD WILL KEEP THEM

QUIET—AND PREVENT THEM FROM DISCOVERING THE LIEUTENANT'S BODY.

EXIT THE HOUSE AND HEAD NORTH THROUGH THE ARCHES.



YOUR DESTINATION IS THE GUARD'S QUARTERS RIGHT NEXT TO THE PALACE GATE.





IF NO ONE IS LOOKING,
HEAD THROUGH THE
FRONT DOOR.



INSIDE IS A SNIPER
RIFLE AND SOME AMMO.
GRAB IT ALL.

CHECK THE MAP TO SEE
WHERE THE PATROLLING
GUARDS ARE. IF THEY ARE
NEAR THE FRONT DOOR,
CLIMB THE LADDER TO
THE ROOF.



CLIMB DOWN ANOTHER
LADDER ON THE BACK SIDE
OF THE BUILDING TO
GROUND LEVEL.

HEAD TOWARD THE BAZAAR
USING CRATES AS COVER SO
THE GUARDS DO NOT GET A
GOOD LOOK AT YOU WITH
THE RIFLE.



HEAD TOWARD THE CENTER
OF THE BAZAAR. THERE IS
NO ENTRANCE THERE, JUST A
LITTLE BUILDING.

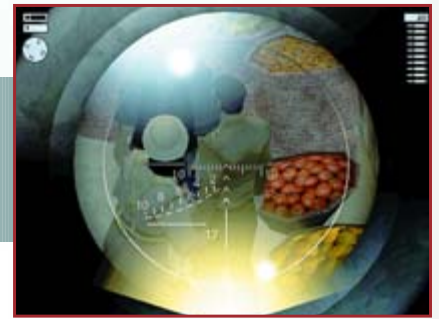


CLIMB UP THE LADDER,
THEN UP STAIRS AND CRATES
TO THE TOP OF THE BAZAAR.



LOOK DOWN THROUGH THE
OPEN WINDOWS TO LOCATE
THE COLONEL DOING SOME
SHOPPING.

ZOOM IN WITH THE SNIPER
SCOPE AND TAKE OUT THE
COLONEL.



DROP THE SNIPER RIFLE AND
RETURN TO THE LADDER TO
CLIMB DOWN TO THE
GROUND LEVEL.





YOU HAVE TO ENTER THE BAZAAR TO GET THE KEY OFF OF THE COLONEL'S BODY.

SINCE SOMEONE PROBABLY SAW YOU UP ON THE ROOFTOP WITH THE SNIPER RIFLE, YOU WILL HAVE TO SHOOT YOUR WAY TO THE EXIT.



The Motorcade Interception

YOUR NEXT TARGET IS A LOCAL KHAN, ABDUL BISMILLAH MALIK. YOU WON'T HAVE ANY TROUBLE RECOGNIZING HIM—HIS PICTURE IS ON POSTERS ALL OVER THE CITY. HE'S CURRENTLY TRYING TO SELL THE CARGO TO THE U.N., WHICH IS HERE TO CHECK OUT THE GOODS LATER TODAY. THE KHAN IS RETURNING TO HIS PALACE WITH A CONTINGENCY OF U.N. TROOPS. THEY ARRIVE FROM THE EAST ALONG THE ROAD. ELIMINATE HIM BEFORE HE REACHES HIS PALACE—BUT WITHOUT HARMING ANY OF THE U.N. SOLDIERS. IT WOULD BE DETRIMENTAL TO BUSINESS. THE VILLAGERS ARE A BIT EDGY; IF THEY CATCH A FOREIGNER CARRYING BIG GUNS AROUND WITHIN THEIR PERIMETER, WATCH OUT.

Mission Objectives

- Find your contact—get the weapons
- Kill the local khan



Abdul Bismillah Malik,
the local khan



The khan's limo

Mission Information

THIS MISSION IS TOUGH BECAUSE IT RELIES ON QUICK AND ACCURATE SNIPING. YOUR FIRST TASK IS TO GET A GUARD'S UNIFORM. CARRY THE M195 SNIPER RIFLE AROUND THE VILLAGE WITHOUT CAUSING AN ALERT. FIND A HIGH POSITION FOR FIRING ON THE MOTORCADE WHILE IT IS STILL OUTSIDE THE CITY. FINALLY, AFTER MAKING THE HIT, YOU NEED A MEANS OF GETTING TO THE EXIT POINT.

Weapons and Equipment

➤ M195 sniper rifle

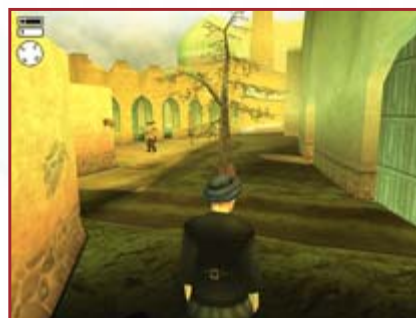
Maps



The village

Completing the Assignment

Getting a Uniform and a Rifle



YOU BEGIN THE MISSION IN THE SOUTHWESTERN PART OF THE VILLAGE.

HEAD NORTH, MAKING YOUR WAY TO YOUR CONTACT WITH THE WEAPONS.





WALK TOWARD THE AREA DIRECTLY EAST FROM YOUR CONTACT. GUARDS PATROL THIS AREA.



WAIT IN THIS CORNER FOR THE GUARD WALKING SOUTH TO PASS BY YOU AND FOR ANOTHER SINGLE GUARD TO WALK PAST YOU GOING NORTH.

WHEN NO VILLAGERS ARE AROUND, SNEAK UP BEHIND THE NORTHBOUND GUARD AND TAKE HIM OUT WITH YOUR 9MM PISTOL SD.



DRAG HIS BODY TO WHERE THE CONTACT IS WAITING AND HIDE IT IN AN ALCOVE.

TAKE THE GUARD'S CLOTHES FOR YOUR DISGUISE.



CONTINUE ON TO THE CONTACT. HE PROVIDES YOU WITH A M195 SNIPER RIFLE AND SOME AMMO.

The Perfect Place for Sniping

Tip



While the roof of the mosque appears to be a great sniping spot, it is in the wrong place. You will never have a clear view of your target. Instead, you will probably hit a U.N. person sitting next to the khan in the back seat.



WITH YOUR HEAVY RIFLE, EXIT THE CONTACT AREA AND HEAD SOUTHEAST TOWARD A COUPLE OF BUILDINGS WITH A PLANK BETWEEN THEM.

HEAD UP THE STAIRS...



...ACROSS THE PLANK...

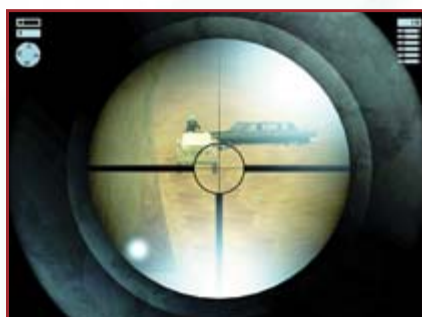




...AND UP THE LADDER.



THE TOP OF THIS BUILDING PROVIDES AN EXCELLENT PERCH FOR SNIPING AT THE MOTORCADE.



THE MOTORCADE DRIVES NORTH UP THE ROAD TO THE EAST, THEN TURNS WEST TOWARD THE VILLAGE.

AS IT APPROACHES THE GATES, TARGET THE ENGINE OF THE LEAD U.N. JEEP. BE CAREFUL NOT TO HIT ANY U.N. SOLDIERS.



THE DAMAGED JEEP STOPS THE MOTORCADE. THIS GIVES YOU JUST ENOUGH TIME TO TAKE AIM AT THE LIMO. THE KHAN SITS IN THE CENTER OF THE BACK SEAT. TAKE CAREFUL AIM AND SHOOT.



The Escape



NOW IT'S TIME TO GET AWAY. DESCEND THE LADDER OR JUMP TO THE BUILDING BELOW. DON'T JUMP TO THE GROUND FROM THE SNIPER PERCH. THE FALL IS DEADLY.

DROP THE SNIPER RIFLE AND HOP DOWN TO THE GROUND BELOW. THE U.N. SOLDIERS ARE LOOKING FOR THE ASSASSIN.



MAKE YOUR WAY QUICKLY TO THE SOUTHEASTERN PART OF THE VILLAGE WALL.



EXIT THE VILLAGE THROUGH THIS HOLE IN THE WALL TO COMPLETE THE MISSION.



Alternate Tactics



INSTEAD OF SHOOTING AT THE MOTORCADE BEFORE IT GETS TO THE VILLAGE, WAIT UNTIL IT PASSES BY. THE WALLS WEST OF YOUR PERCH OFFER PROTECTION FROM ENEMY FIRE.

Tip



If you are not concerned with a high body count, take out all of the guards in the village, or at least those patrolling near the building you use as your sniper perch. That keeps the guards from shooting up at you after you take your shots and makes your descent down the ladder safer.



AS THE LEAD JEEP PREPARES TO ENTER THE PALACE, SHOOT THE ENGINE TO BRING THE MOTORCADE TO A STANDSTILL.

SHOOT AT THE KHAN THROUGH THE REAR WINDOW.



THE LADDER IS PROTECTED BY A WALL, ALLOWING YOU TO CLIMB DOWN WITH COVER.

WITH THE SNIPER RIFLE STILL IN HAND, RUN TO THE EXIT—RIGHT PAST THE U.N. SOLDIERS WHO ARE LOOKING FOR YOU.



Tunnel Rat

YOUR ASSIGNMENT IS TO ELIMINATE LIEUTENANT YUSSEF HUSSEIN, COMMANDING OFFICER OF AN UNDERGROUND BASE. SECURE THE CARGO THAT THE KHAN TRIED TO HIDE HERE AND TRANSPORT IT SAFELY TO THE SURFACE. A CHOPPER PICKS UP THE CARGO. THERE ARE LOTS OF SOLDIERS ON THE BASE, AND PATROLLING GUARDS ON HIGH ALERT—THEY WILL REACT IMMEDIATELY IF YOU ARE DETECTED. STEALTH AND SURPRISE ARE IMPORTANT FOR THIS MISSION.

Mission Objectives

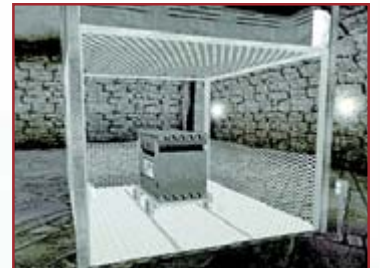
Access the base

Kill Yussef Hussein

Transport the cargo to the surface



**Lieutenant
Yussef Hussein**



The cargo

Mission Information

THIS MISSION REQUIRES TAKING OUT SEVERAL GUARDS AND THE TARGET. STEALTH IS STILL IMPORTANT TO AVOID HAVING TO TAKE ON AN ENTIRE BASE BY YOURSELF. TWO ACCESS POINTS IN THE RUINS LEAD TO AN UNDERGROUND BASE. USE THE NORTHERN ACCESS POINT BECAUSE IT PUTS YOU IN A BETTER POSITION WITHIN THE BASE. A DITCH OF WATER RUNS AROUND WITHIN THE BASE. IF YOU GET DOWN INTO THIS DITCH, YOU CAN MOVE PAST THE GUARDS IF YOU DO NOT RUN. THIS DITCH CAN BE USED FOR DUMPING BODIES.

Maps



Ruins



Base compound

Completing the Assignment

The Desert Ruins



YOU BEGIN THE MISSION WITH YOUR NORMAL DESERT DISGUISE AND THE BARRETT SNIPER RIFLE, IF YOU BROUGHT IT FROM THE PREVIOUS MISSION. YOU NEED IT FOR CLEARING OUT THE RUINS.



HEAD WEST TOWARD THE RUINS. A GUARD WALKS OUT FROM THE RUINS ON PATROL.

BRING UP THE RIFLE, ZOOM IN, AND TAKE HIM DOWN.



MOVE FORWARD TOWARD THE BODY, WATCHING FOR ANOTHER GUARD NEAR THE SOUTHERN ACCESS POINT.



ELIMINATE THIS GUARD. WHILE UP ON THE RUINS, YOU DON'T NEED TO WORRY ABOUT ALERTS. WHATEVER YOU DO UP HERE DOES NOT GET DOWN TO THE UNDERGROUND BASE.



WALK UP TO ONE OF THE BODIES, GET THE UNIFORM, AND EXCHANGE YOUR SNIPER RIFLE FOR THE AK.

HEAD TOWARD THE NORTHERN ACCESS POINT.



TWO GUARDS PATROL NEAR HERE. IF YOU TIME IT RIGHT, YOU CAN CATCH THE TWO OF THEM TOGETHER.



GUN THEM BOTH DOWN, THEN PICK UP THEIR RIFLES FOR MORE AMMO.



Into the Underground Base



GO THROUGH THE DOOR AND DOWN THE LONG FLIGHT OF STAIRS INTO THE UNDERGROUND BASE.



AT THE BOTTOM, BRING OUT YOUR 9MM PISTOL SD AND SNEAK AROUND THE CORNER.

SOME GUARDS ARE TORTURING A CIVILIAN. WATCH FOR A BIT, USING THE MAP TO MAKE SURE THAT ANY PATROLLING GUARDS ARE MOVING AWAY FROM THE AREA.



WHEN IT IS CLEAR, TAKE OUT THE GUARDS WITH ONE ROUND EACH TO THE HEAD.



WALK UP TO THE CIVILIAN; HE TELLS YOU WHERE YOU CAN FIND THE LIEUTENANT.

HIDE BOTH BODIES BY DROPPING THEM INTO THE NEARBY DITCH.



Taking Out the Lieutenant

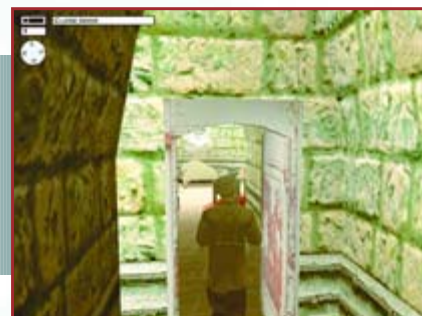


POSITION YOURSELF ON THE WOODEN PLATFORM OVER THE DITCH NEXT TO THE EASTERN HALLWAY. WAIT FOR A GUARD TO WALK PAST YOU, THEN PULL OUT THE 9MM PISTOL SD AND DROP HIM WITH A ROUND TO THE HEAD. HIDE THE BODY AND LEAVE THE M60 FOR LATER IF NECESSARY.



WALK SOUTH DOWN THE EASTERN HALLWAY TOWARD THE LIEUTENANT'S QUARTERS.

GO THROUGH THE METAL DOOR ON THE LEFT. BE SURE TO CLOSE IT BEHIND YOU SINCE THIS ONE DOES NOT CLOSE BY ITSELF.



PULL OUT THE 9MM PISTOL SD AGAIN AND CONTINUE TO THE OTHER STEEL DOOR. OPEN IT AND ELIMINATE THE LIEUTENANT. TAKE HIS PISTOL IF YOU WANT, BUT DON'T CHANGE INTO HIS UNIFORM.



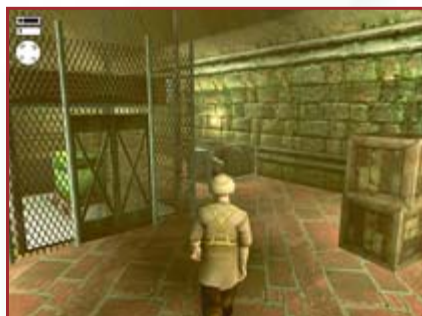
Securing the Cargo



HOLSTER YOUR WEAPON, EXIT THE ROOM, AND RETRACE YOUR STEPS TO THE TORTURE AREA. PICK UP THE M60 IF YOU WANT TO ADD IT TO YOUR COLLECTION.



TURN LEFT AND HEAD WEST TOWARD THE CARGO. IF THE ALERT HAS NOT BEEN SOUNDED, YOU CAN GET PAST THE THREE GUARDS OUTSIDE NEAR THE STACKS OF CRATES.



WALK OVER TO THE CONTROLS AND CALL THE ELEVATOR TO OPEN THE DOOR.

ENTER THE ELEVATOR AND SELECT GROUND LEVEL TO SEND IT UP TO THE TOP.



WHEN YOU ARRIVE, EXIT THE ELEVATOR. SINCE YOU ALREADY CLEARED THE RUINS AREA NEAR THE HELIPAD, THE MISSION IS COMPLETE.



A HELICOPTER ARRIVES SHORTLY.

A COUPLE OF MEN LOAD UP THE CARGO AND FLY AWAY WITH IT.



Alternate Tactics



THERE ARE A NUMBER OF OTHER TACTICS YOU CAN USE. ONE IS TO SNEAK UP INTO THE GENERATOR AREA. SILENTLY KILL THE GUARD AND TURN OFF THE GENERATOR TO SHUT OFF THE LIGHTS. ANOTHER GUARD ARRIVES SHORTLY TO TURN THEM BACK ON. IF YOU WANT TO KEEP IT DARK, TAKE HIM OUT.

IN THE GUARDS' QUARTERS, NEAR THE LIEUTENANT'S ROOM, YOU FIND SEVERAL SLEEPING GUARDS AND AN M60 AND SOME AMMO.



MOVE ABOUT THE UNDERGROUND BASE AND PAST GUARDS BY HIDING IN THE DITCHES.





Temple City Ambush

YOUR ASSIGNMENT IS TO GAIN ACCESS TO THE TEMPLE OF THE SACRED CULT GURDWARA THROUGH A SECRET PASSAGE BEHIND ONE OF THE SHOPS. OUR CLIENT WAS DOUBLE-CROSSED IN AFGHANISTAN—THAT CHOPPER PLUS CARGO WAS STOLEN BY THIS CULT. HE WANTS YOU TO RETRIEVE IT. WE HAVE SOME INFORMATION THAT A COUPLE OF THUGS ARE ON THE PROWL INSIDE LOOKING FOR SUSPICIOUS FOREIGNERS—CHECK YOUR MAP AND WATCH YOUR STEP. YOU'LL FIND YOUR CONTACT INSIDE THE INTERNATIONAL PARCEL SERVICE OFFICE. HE HAS MORE INFORMATION ON YOUR MISSION.

Mission Objectives

- Meet with the Agency's contact
- Meet with Agent Smith
- The agent must survive
- Kill the two assassins and photograph their bodies
- Bring the photos back to the agent

Mission Information

THIS MISSION IS TOUGH BECAUSE IT IS NOT ALWAYS THE SAME. AFTER YOU MEET YOUR FIRST CONTACT, HE SENDS YOU TO MEET WITH ANOTHER. THE SECOND CONTACT'S LOCATION CAN VARY EACH TIME YOU PLAY THE MISSION. YOU THEN GAIN NEW OBJECTIVES. THE TWO ASSASSINS ARE DRESSED IN ORANGE OUTFITS WITH DIFFERENT HEADWEAR. ONE HAS ON A BLUE BASEBALL CAP WHILE THE OTHER WEARS A YELLOW FLOPPY HAT. THE FIRST ASSASSIN WALKS AROUND THE MARKET AREAS WITH A SILENCED PISTOL WHILE THE LATTER WAITS IN A WINDOW ABOVE ONE OF THE MARKETPLACES WITH A SNIPER RIFLE. IN ADDITION, OTHER ASSASSINS COME AFTER YOU. ALL WEAR ORANGE SUITS AND TURBANS. THEY SHOOT AT YOU ON SIGHT. IT IS IMPORTANT TO MAKE SURE NO ONE SEES YOU SHOOT AT AN ASSASSIN. IF THE GUARDS (BALD AND DRESSED IN ORANGE) OR CIVILIANS SEE YOU WITH A WEAPON, THE GUARDS WILL COME AFTER YOU. IF YOU SEE AN ASSASSIN, RUN TO SOME SECLUDED CORNER AND WAIT TO AMBUSH HIM. AFTER YOU KILL THE TWO MAIN ASSASSINS, PHOTOGRAPH THEIR BODIES AND RETURN TO YOUR SECOND CONTACT, WHO GIVES YOU THE LOCATION OF THE SECRET PASSAGE.

Weapons and Equipment

- 9mm Pistol SD
- Ballers
- Anesthetic
- Combat Knife

Maps



The city

Completing the Assignment

Meeting with the Contacts



YOU BEGIN IN THE EASTERN PART OF THE CITY. HOLSTER YOUR WEAPONS BECAUSE A GUARD OR CIVILIAN SEEING YOU CARRYING WILL SOUND AN ALERT.

MAKE YOUR WAY SOUTH TO THE INTERNATIONAL PARCEL SERVICE OFFICE.

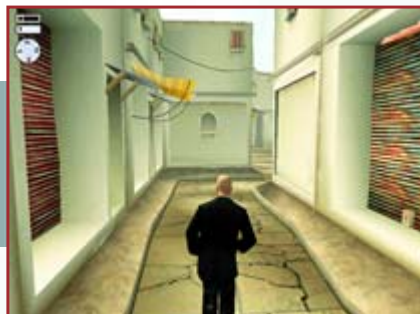


IT IS MARKED ON YOUR MAP AND HAS A LARGE SIGN OUT FRONT.

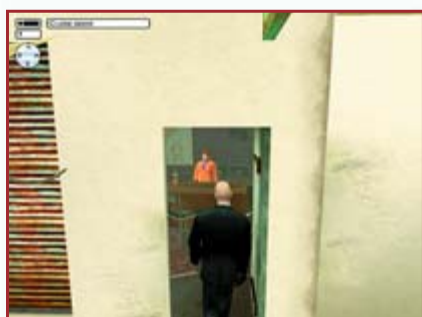
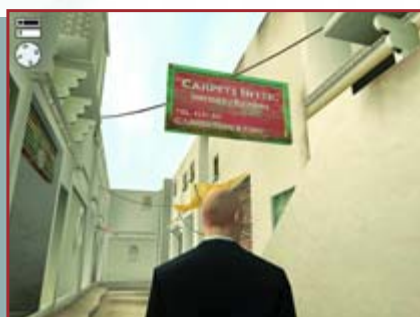


WALK IN AND SPEAK TO YOUR CONTACT. HE TELLS YOU TO GO SEE A SECOND CONTACT FOR MORE INFORMATION. THE LOCATION OF THIS CONTACT NOW APPEARS ON YOUR MAP.

MAKE YOUR WAY THROUGH THE STREETS AND ALLEYS TO THE NEXT CONTACT.

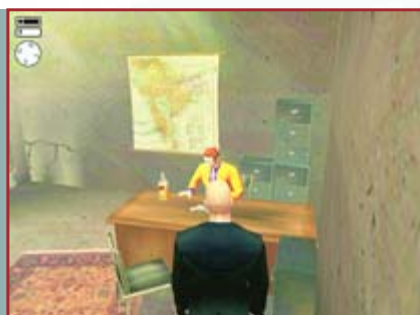


THERE ARE SEVERAL CARPETS INTERNATIONAL OFFICES THROUGHOUT THE CITY. THE ONE USED BY YOUR SECOND CONTACT VARIES, SO YOU HAVE TO USE THE MAP. AVOID THE LARGE CENTRAL MARKETPLACES FOR NOW.

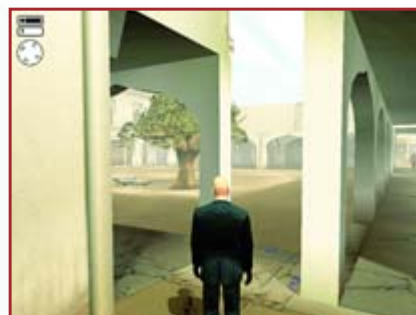


OPEN THE DOOR AND WALK IN. DOESN'T THAT GUY LOOK FAMILIAR?

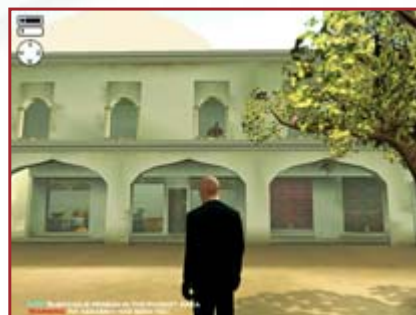
YOUR SECOND CONTACT IS THE CIA AGENT YOU RESCUED FROM ST. PETERSBURG. HOWEVER, HE WON'T TELL YOU WHERE THE SECRET PASSAGE IS UNTIL YOU TAKE OUT TWO ASSASSINS. TO MAKE SURE YOU GET THE RIGHT ONES, HE GIVES YOU A CAMERA TO TAKE PHOTOS HE CAN EXAMINE.



Assassinating the Assassins

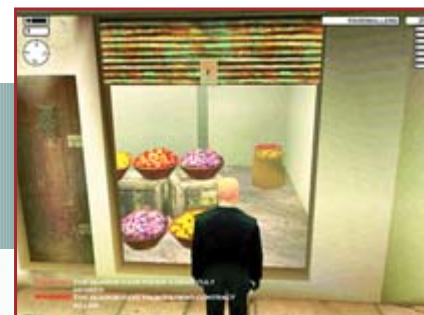


BOTH OF THE ASSASSINS CAN BE FOUND NEAR ONE OF THE TWO MARKETPLACES. LOCATE THEM ON THE MAP. THOSE ASSASSINS APPEAR AS YELLOW CIRCLES—THE ONES YOU DON'T NEED PICTURES OF ARE BLUE.



THE FIRST ASSASSIN YOU WANT TO GO AFTER SITS IN A WINDOW ABOVE A MARKETPLACE.

TO GET TO HIM, ENTER A MARKET STAND UNDERNEATH THE WINDOW.



QUIETLY CLIMB THE STAIRS.

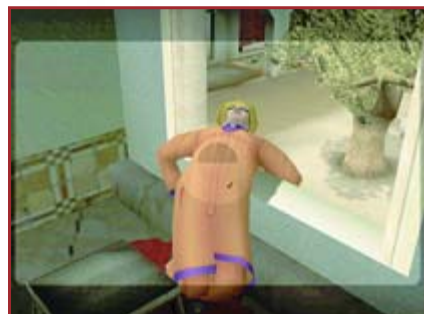
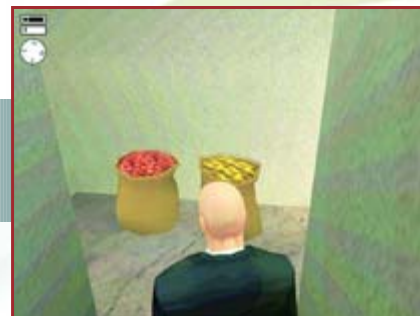
GO INTO STEALTH MODE TO SNEAK UP BEHIND THE SNIPING ASSASSIN AND...



...USE THE FIBER WIRE TO QUIETLY ELIMINATE HIM.



DROP THE SNIPER RIFLE AND HEAD DOWNSTAIRS.



DON'T FORGET TO TAKE A PICTURE OF THE BODY FOR THE CIA AGENT.

MOVE TO THE BODY AND TAKE A PHOTO.



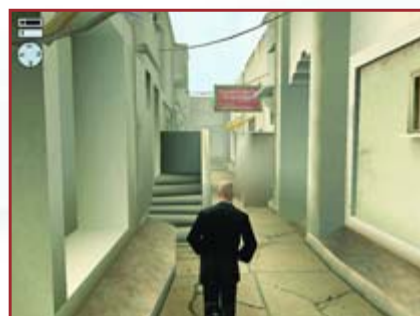
PICK UP THE SNIPER RIFLE AND GET READY FOR THE SECOND ASSASSIN.



WITH BOTH ASSASSINS DOWN, PLUS PHOTOS OF THE BODIES, YOU ARE READY TO RETURN TO THE CIA AGENT.



WATCH THE MAP VIEW TO SEE WHEN A YELLOW CIRCLE IS APPROACHING, THEN LOOK OUT THE WINDOW TO MAKE SURE IT'S THE CORRECT ASSASSIN.



WATCH OUT FOR OTHER ASSASSINS ON YOUR WAY. IF YOU KEEP AN EYE ON THE MAP, YOU CAN AVOID THEM.



THE ONE YOU ARE LOOKING FOR WEARS A BLUE BASEBALL CAP. ZOOM IN AND TAKE THE SHOT.

IN THE OFFICE, THE AGENT TELLS YOU WHERE THE SECRET PASSAGE IS—BEFORE HE PASSES OUT DRUNK.

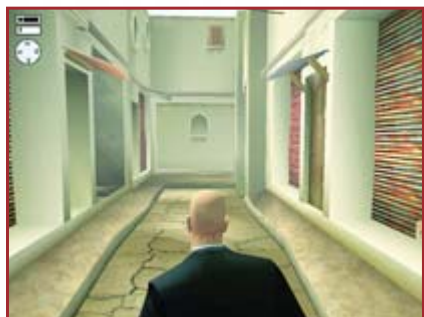


Tip



If the guards are on the lookout for a suspicious bald guy, you may want to take the clothes off of one of the assassins and dress as a guard.

On to the Secret Passage

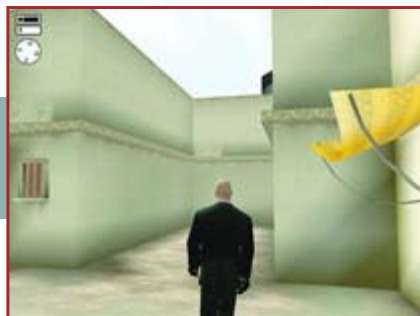


THE PASSAGE IS IN THE NORTHWEST CORNER OF THE CITY. HOWEVER, A COUPLE OF ASSASSINS HAVE SET UP AN AMBUSH FOR YOU.



MOVE TOWARD THE SOUTHWEST CORNER OF THE CITY, SOUTH OF THE OFFICE WHERE THE SECRET PASSAGE IS, UNTIL YOU SEE THIS LADDER.

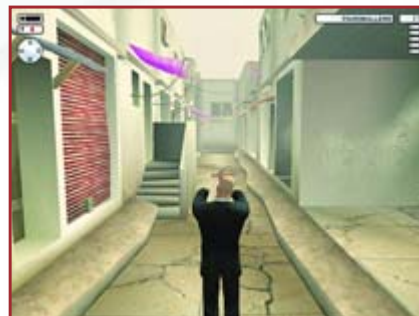
CLIMB IT AND GO AROUND A CORNER TO A DOOR.



OPEN THE DOOR AND TAKE OUT THE SNIPER WHO WAS WAITING TO SHOOT YOU AS YOU RAN DOWN THE ALLEY BELOW.



MAKE SURE YOU TAKE OUT THE SECOND ASSASSIN WITH THE SMG AS WELL. RETURN TO GROUND LEVEL.



WATCH OUT FOR ANY OTHER ASSASSINS WHO MIGHT BE IN THE AREA. THE BALLERS WORK WELL FOR DROPPING THESE GUYS.



WITH THE ALLEY CLEAR, HEAD FOR THE CARPETS INTERNATIONAL OFFICE.

OPEN THE DOOR AND WALK IN.



GO OVER TO THE SECRET PASSAGE, WHICH IS COVERED BY A RUG, TO COMPLETE THE MISSION.

Alternate Tactics



YOU DON'T HAVE TO SNIPE THE WANDERING ASSASSIN WITH THE BALLCAP. INSTEAD, YOU CAN LOCATE HIM, THEN WALK UP BEHIND HIM AND TAKE HIM OUT WITH THE 9MM PISTOL SD. JUST MAKE SURE NO ONE ELSE IS AROUND AND QUICKLY HOLSTER YOUR PISTOL WHEN YOU'RE DONE.

SKIP KILLING THE LAST TWO ASSASSINS WAITING TO AMBUSH YOU AS YOU GO TO THE OFFICE WITH THE SECRET PASSAGE. INSTEAD OF WALKING DOWN THAT ALLEY, MAKE YOUR WAY TO THE NORTH END FROM AN ALLEY TO THE EAST. RUN TO THE DOOR AND INSIDE WHERE THE SNIPER CAN'T TARGET YOU.



The Death of Hannelore

THIS ASSIGNMENT IS THE NEXT PHASE IN YOUR LARGER MISSION. ONCE INSIDE THE TEMPLE, YOU HAVE TO FIND AND KILL THE CULT LEADER'S PERSONAL PHYSICIAN AND MAIN PROPAGANDIST, VON KAMPRAD, AND THEN CONTINUE ON TO HOSPITAL ISLAND WHERE THE CULT LEADER IS.

Mission Objectives

- **Pick up door key to hiding place**
- **Kill Dr. Von Kamprad**
- **Hide the body of Dr. Von Kamprad—check your map for the location**
- **No civilians can be killed**



Dr. Von Kamprad

Mission Information

THIS MISSION IS TOUGH. FIRST INFILTRATE THE TEMPLE, GETTING PAST SEVERAL GUARDS. NEXT, GET THE DOOR KEY AND FIND A WAY TO GET TO DR. VON KAMPRAD. ONE OF THE MORE DIFFICULT PARTS IS HIDING THE DOCTOR'S BODY. ONCE THAT IS DONE, MAKE YOUR ESCAPE.

Maps



Temple garden



Sewers



Temple 1st floor



Temple 2nd floor

Completing the Assignment

Infiltrating the Temple



YOU BEGIN THE MISSION IN THE NORTHEAST PORTION OF THE TEMPLE GARDEN, NEAR THE BOAT DOCK.

IMMEDIATELY MAKE YOUR WAY TO THE CRATES LEFT OF YOU.



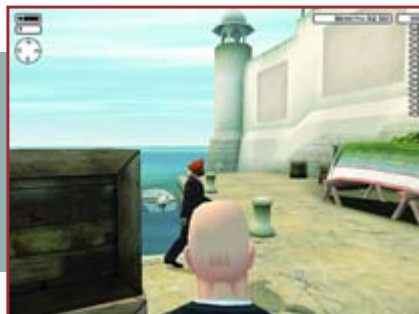


A GUARD IS HEADED YOUR WAY. HIDE BEHIND THE CRATES TO ELUDE HIM.

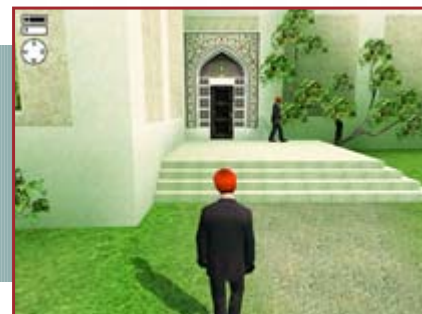


MAKE YOUR WAY TO THE WESTERN ENTRANCE INTO THE TEMPLE.

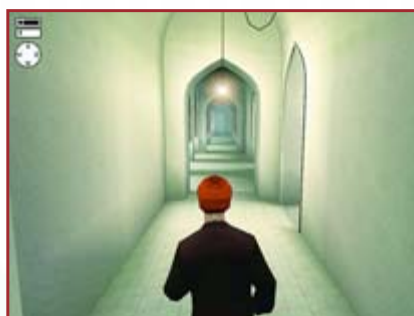
PULL OUT YOUR 9MM PISTOL SD AND WAIT FOR HIM TO PASS THE CRATES. AS HE DOES, NEUTRALIZE HIM WITH A HEADSHOT.



WAIT UNTIL THE GUARD NEAR THE DOOR WALKS AWAY. IF YOU TRY TO RUN PAST HIM AND INTO THE TEMPLE, HE'LL ALERT OTHERS AND EXPOSE YOUR DISGUISE.



DRAW THE BODY AND HIDE IT BEHIND THE CRATES.



GO THROUGH THE DOOR AND SOUTH THROUGH THE HALLWAY.



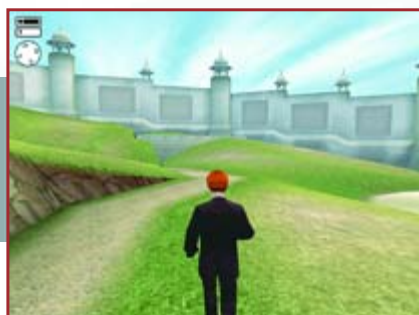
ONCE THE BODY IS OUT OF SIGHT, TAKE THE CLOTHES SO YOU CAN DISGUISE YOURSELF AS A GUARD.

The Key and Another Disguise

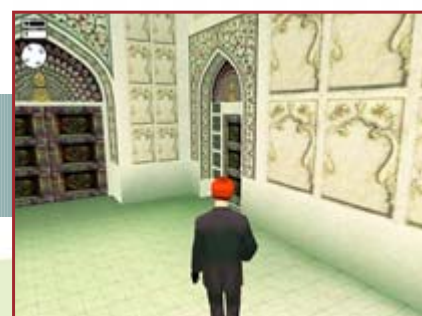


YOU ARE HEADED TO A SUPPLY ROOM IN THE SOUTHERN PART OF THE TEMPLE.

HOLSTER YOUR WEAPON, THEN HEAD WEST ACROSS THE GARDEN.



OPEN THE DOOR ON THE RIGHT.





RUN THROUGH THE SMALL ROOM AND INTO THE SUPPLY ROOM. IF YOU WALK, THE GUARDS IN THE SMALL ROOM MIGHT SEE THROUGH YOUR DISGUISE.



IN THE SUPPLY ROOM, YOU CAN FIND A 9MM PISTOL SD AND AN AK. YOU DO NOT NEED EITHER.



PICK UP THE DOOR KEY. YOU NEED IT TO ACCESS THE CLOSET WHERE YOU MUST HIDE THE DOCTOR'S BODY.

THERE IS ALSO SOME POISON IN THE ROOM. PICK IT UP.



MAKE YOUR WAY QUICKLY THROUGH THE SMALL ROOM WITH THE GUARDS AGAIN.



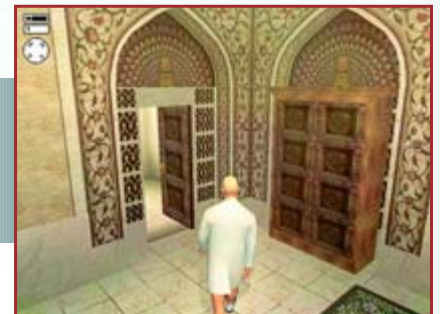
HEAD TOWARD THE NORTHEASTERN CORNER OF THE TEMPLE. PATIENTS OCCUPY THE WESTERN ROOMS, WHILE CULT MEMBERS OCCUPY THE EASTERN ROOMS.

GO ALL THE WAY TO THE LAST ROOM AT THE END OF THE HALL.



INSIDE YOU FIND A CHANGE OF CLOTHES. PUT IT ON AND YOU ARE NOW A PATIENT.

ONCE YOU ARE DRESSED, HEAD BACK OUT OF THE ROOM.



Appointment with the Doctor



CONTINUE TO THE LARGE ROOM IN THE NORTH.



QUICKLY MAKE YOUR WAY PAST THE GUARDS.



THE NURSE TAKES YOU STRAIGHT IN TO DR. VON KAMPRAD.

YOU SEE A NURSE TALKING TO A PATIENT IN THE LOBBY.



AS THE DOCTOR WALKS AWAY FROM THE DESK, POISON HER WATER.

AS YOU APPROACH, SHE RECOGNIZES YOU AS ANOTHER PATIENT AND LEADS YOU TO THE DOCTOR.



IT IS QUICKER TO SNEAK UP BEHIND HER AND USE THE FIBER WIRE. IF YOU WAIT UNTIL SHE FINISHES HER SPEECH AND DRINKS THE WATER, A PATIENT MAY WALK IN AND SEE THE BODY.



FOLLOW HER UPSTAIRS. YOU MAY NEED TO RUN PAST THE GUARDS IF THEY START TAKING TOO CLOSE A LOOK AT YOU.



QUICKLY DRAG THE BODY OUT THROUGH THE MAIN DOOR.

ANOTHER GUARD PATROLS THE TOP OF THE STAIRS.



DRAG THE BODY RIGHT THROUGH THE MIDDLE OF THE CENTRAL ROOM. IF YOU GO DOWN ONE SIDE OR THE OTHER, A GUARD AT THE TOP OF THE STAIRS MAY SEE YOU.





KEEP GOING ALL THE WAY TO THE ROOM MARKED ON THE MAP. IT IS THE CLOSET DOOR ON THE RIGHT. YOU MUST HAVE THE DOOR KEY TO OPEN IT.

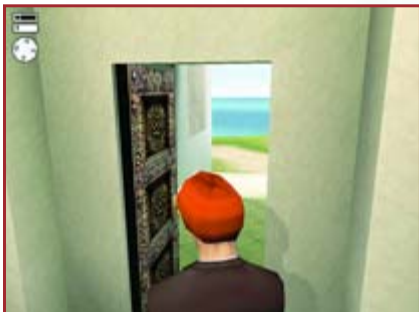


ONCE INSIDE, DROP THE BODY AND MAKE SURE ALL WEAPONS ARE HOLSTERED.

HEAD DOWNSTAIRS AND OUT OF THE MAIN TEMPLE BUILDING.



GO BACK TO THE PATIENT'S ROOM WHERE YOU PICKED UP THE DISGUISE AND CHANGE BACK INTO THE GUARD UNIFORM.



AFTER EXITING THE ROOM, TURN RIGHT AND LEAVE THE TEMPLE.



RETURN TO THE BOAT DOCK. RUN PAST ANY GUARDS SO THEY DON'T SEE THROUGH YOUR DISGUISE.

HOP INTO THE BOAT TO COMPLETE THE MISSION AND HEAD OUT FOR THE NEXT ONE.

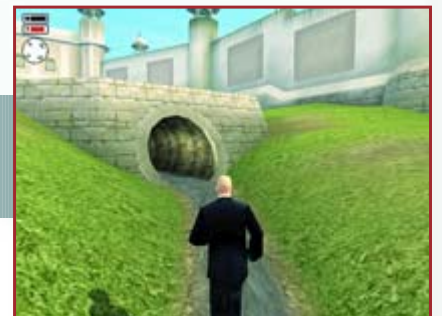


Alternate Tactics

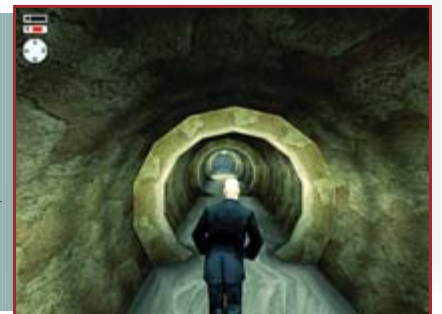


THERE IS ANOTHER WAY INTO THE TEMPLE, BUT IT IS TOUGHER. HEAD NORTHWEST ALONG THE BEACH.

YOU COME UPON THE SEWER OUTLET. RUN INSIDE.



WHEN YOU GET TO THE END OF THE SEWER, LOOK OVER THE POOL IN THE CENTER OF THE TEMPLE. IF YOU GO UP ONE OF THE SIDE PASSAGES ON THE RIGHT, NEAR THE POOL OUTLET, YOU COME UP A LADDER IN THE SOUTHEASTERN CORNER OF THE TEMPLE.





Terminal Hospitality

YOUR MISSION IS TO FIND THE CULT LEADER, DEEWANNA JI, AND ELIMINATE HIM—HE'S BEEN ADMITTED TO THE HOSPITAL TO UNDERGO HEART SURGERY. HE NEEDS A NEW HEART AND A PACEMAKER. THE COMPLEX CONSISTS OF THE HOSPITAL AND A SHIVA TEMPLE, RESERVED FOR DEVOTIONAL AND RELIGIOUS PRACTICES FOR THE TOP MEMBERS THERE. THE HOSPITAL HAS DIFFERENT FLOORS WITH SICK WARDS AND TREATMENT UNITS. A PACKAGE IN DR. CHAKRAN'S OFFICE CONTAINS EQUIPMENT THAT WILL HELP YOU COMPLETE THE MISSION.

Mission Objectives

- Kill the cult leader
- Escape Hospital Island



Deewanna Ji



Hospital nurse

Mission Information

THIS MISSION IS STRAIGHTFORWARD. YOU NEED TO GET INTO THE HOSPITAL. IF YOU GET A GUARD'S ORANGE UNIFORM, IT'S EASIER TO WALK RIGHT IN. ONCE IN THE HOSPITAL, YOU NEED TO GET TO DR. CHAKRAN'S OFFICE, WHERE YOU PICK UP SOME MORE EQUIPMENT AND SUPPLIES. WITH THESE, YOU CAN MAKE THE HIT ON THE CULT LEADER. GET BACK TO YOUR BOAT AND ESCAPE.

Weapons and Equipment

- Scalpel

Maps



Island



1st floor



2nd floor



Basement



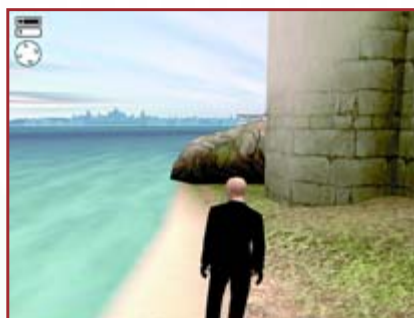
Roof



Ventilation shafts

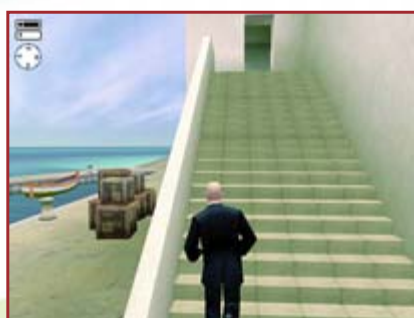
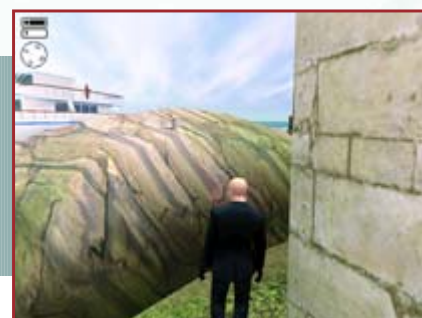
Completing the Assignment

Getting into the Hospital



THE MISSION BEGINS WITH YOUR LANDING ON THE SHORE OF HOSPITAL ISLAND.

HEAD WEST ALONG THE SHORE. USE THE ROCKS FOR COVER AND WATCH OUT FOR THE GUARD OUT ON THE YACHT.



ASCEND THE STAIRS, STAYING TO THE LEFT SIDE SO THE GUARD AT THE TOP CANNOT SEE YOU COMING UP.

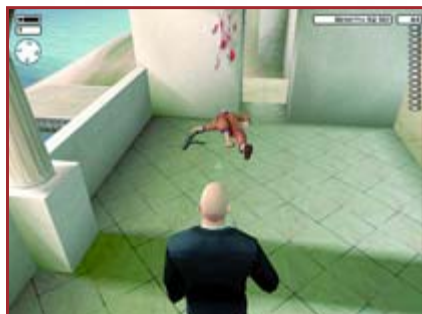
Retrieving your Package



WHEN YOU GET TO THE TOP, PULL OUT YOUR 9MM PISTOL SD.



SIDESTEP RIGHT AND TAKE DOWN THE GUARD SILENTLY WITH A SINGLE ROUND TO THE HEAD.

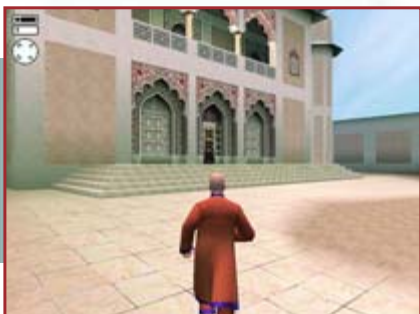


MOVE OVER TO THE BODY AND CHANGE CLOTHES. PICK UP THE UZI AND CONCEAL IT. LEAVE THE BODY WHERE IT IS. NO ONE PATROLS AROUND THIS AREA, SO IT WON'T BE DISCOVERED.

HOLSTER ALL WEAPONS AND MOVE ON TO THE HOSPITAL.

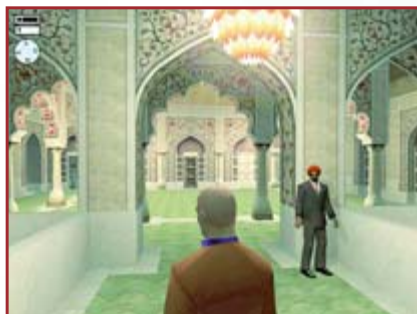


WITH YOUR DISGUISE, YOU CAN ENTER THROUGH THE FRONT DOOR WITHOUT ANY TROUBLE.



WALK ACROSS THE ENTRY LOBBY.

CLIMB THE STAIRCASE TO THE SECOND FLOOR.

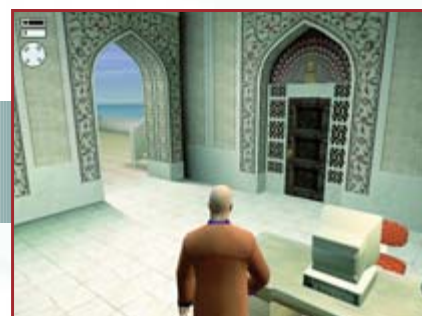


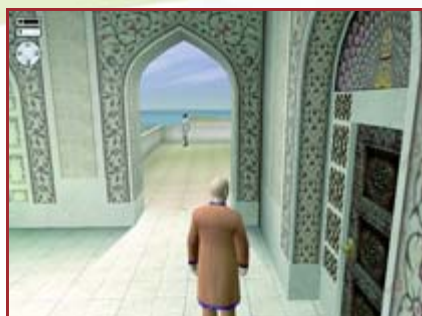
AT THE TOP, HEAD SOUTH. MOVE QUICKLY PAST GUARDS SO THEY DO NOT SEE THROUGH YOUR DISGUISE.



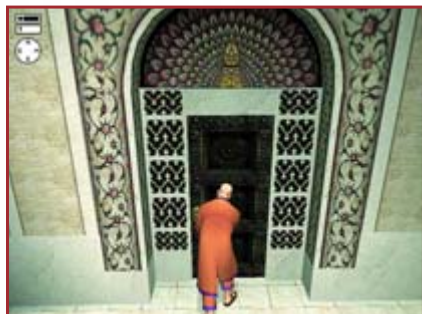
TAKE A RIGHT AND ENTER DR. CHAKRAN'S OFFICE.

MAKE SURE THE NURSE IS NOT AT HER DESK.



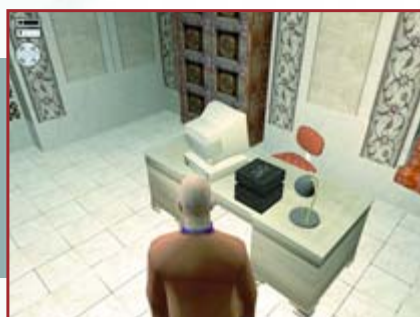


IF SHE IS, STEP BACK OUT INTO THE LOBBY AREA AND WAIT FOR HER TO TAKE A BREAK OUT ON THE PATIO.



ONCE IT IS CLEAR, MOVE TO THE DOOR AND QUICKLY PICK THE LOCK.

A BOX SITS ON THE DESK. OPEN IT TO REVEAL NIGHT-VISION GOGGLES AND THE ROOM KEY. PICK THEM BOTH UP.

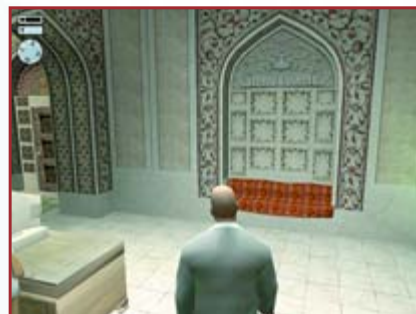


WITH THE KEY, YOU CAN GET THROUGH THE NEXT DOOR.



INSIDE THERE'S A CHANGE OF CLOTHES. PUT THEM ON AND MOVE ABOUT THE HOSPITAL DISGUISED AS A DOCTOR.

The Surgery



EXIT THE OFFICE THE SAME WAY YOU ENTERED.

HEAD NORTH THROUGH THE HOSPITAL.



CONTINUE ALL THE WAY TO THE ELEVATOR AND CALL IT.



TAKE THE ELEVATOR DOWN TO THE BASEMENT.

ONCE YOU GET TO THE BOTTOM, ENTER WARD B. WARD A IS WHERE THE SURGERIES TAKE PLACE; HOWEVER, YOU NEED TO DO A FEW THINGS BEFORE YOU CLOSE IN FOR THE HIT.





HEAD SOUTH THROUGH THE HALLWAYS ALL THE WAY TO THE LAST HALLWAY.

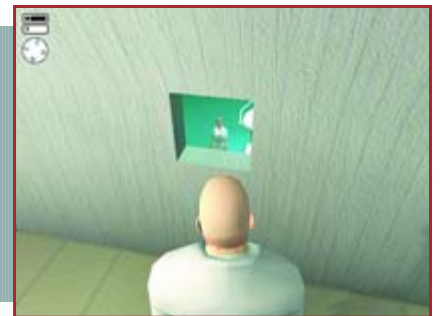


WORK YOUR WAY NORTH THROUGH THE SHAFTS TO THE SHAFT THAT RUNS EAST TO WEST.

ENTER THE OFFICE OF THE ANESTHETIST.



TWO OPENINGS AT EACH END OF THIS SHAFT LOOK DOWN INTO THE FOUR OPERATING ROOMS. TWO OF THEM HAVE A DOCTOR AND A NURSE. THESE ARE NOT THE ROOMS YOU ARE LOOKING FOR.



INSIDE, PICK UP THE SCALPEL ON THE DESK.



ONE ROOM IS EMPTY. HOWEVER, IN ONE ROOM YOU SEE TWO GUARDS DRESSED IN ORANGE. THAT IS THE ROOM YOU WANT. TAKE NOTE OF WHICH ONE YOU ARE LOOKING DOWN INTO.



HEAD TO THE DOOR ACROSS THE HALL. MAKE SURE NO GUARDS ARE WATCHING YOU, THEN PICK THE LOCK.

Note



The cult leader's room changes each time you play this mission. Check each time.

ONCE INSIDE THE VENTILATION ROOM, CLIMB UP THE LADDER INTO THE SHAFTS.





DESCEND ONE OF THE LADDERS TO THE BASEMENT LEVEL OFF TO ONE SIDE OF THE VENTILATION SHAFT.



YOU HAVE TO PICK THE LOCK TO GET OUT OF THE SMALL ROOM.

HEAD TO WARD A AND WALK DIRECTLY TO THE CORRECT OPERATING ROOM. MOVE QUICKLY PAST THE GUARDS.



ONCE INSIDE, THE TWO GUARDS THINK YOU ARE THE SURGEON.



WALK UP NEXT TO THE CULT LEADER, PULL OUT THE SCALPEL, AND CHOOSE "KILL CULT LEADER" FROM THE ACTION MENU; 47 PERFORMS A SUCCESSFUL OPERATION TO STOP THE CULT LEADER'S HEART.

Time to Leave



DEPENDING ON WHICH SIDE THE OPERATING ROOM IS ON.

ONCE THE SURGERY IS COMPLETE, GET OUT OF THE OPERATING ROOM. IF YOU WAIT AROUND, THE TWO GUARDS WILL REALIZE THE CULT LEADER IS DEAD AND START SHOOTING AT YOU. LEAVE VIA THE CLOSEST DOOR TO THE STAIRWELL, EITHER TO THE EAST OR WEST

IN THE STAIRWELL, RATHER THAN HEADING UP, GO TO THE DOOR AND PICK THE LOCK. GO THROUGH THE OPENED DOOR TO EXIT THE HOSPITAL.



MAKE YOUR WAY SOUTH TOWARD THE BOAT DOCK.

GO THROUGH THE SAME AREA WHERE YOU ENTERED THE HOSPITAL COMPLEX.



KEEP GOING UNTIL YOU REACH YOUR BOAT. HOP ABOARD TO END THE MISSION.

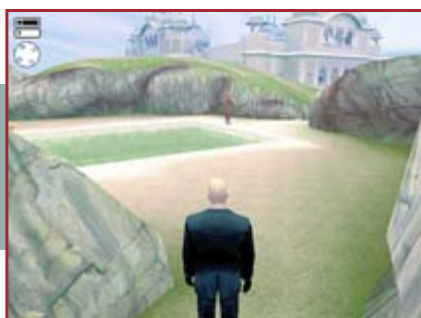


Alternate Tactics



IF YOU WANT TO GET THROUGH THE MISSION WITHOUT KILLING ANYONE BUT THE CULT LEADER, EVADE THE GUARDS NEAR THE BOAT DOCK. USE THE ROCKS AS COVER AS YOU MAKE YOUR WAY TOWARD THE TEMPLE OF SHIVA.

WATCH OUT FOR PATROLLING GUARDS AROUND THE TEMPLE.



AN ORANGE GUARD'S UNIFORM IS JUST SITTING BY THE POOL. USE IT TO GET INTO THE HOSPITAL.



CHECK OUT THE INSIDE OF THE TEMPLE.



IT HOLDS A SMALL ARSENAL OF WEAPONS IN CASE YOU WANT TO TRY MORE BLOODY TACTICS.

INSTEAD OF GOING IN THE FRONT DOOR, CLIMB THROUGH OPEN WINDOWS ON EITHER SIDE OF THE HOSPITAL.



FINALLY, IF YOU WANT TO TRY ANOTHER TACTIC FOR THE HIT, TURN OFF THE GENERATOR LOCATED IN THE VENTILATOR ROOM. USE THE NIGHT-VISION GOGGLES TO MOVE THROUGH THE BASEMENT TO THE OPERATING ROOM, OR TO MAKE YOUR ESCAPE.





St. Petersburg Revisited

THERE'S BEEN AN UNEXPECTED TURN OF EVENTS INVOLVING OUR CLIENT, SERGEI ZAVOROTKO. IT APPEARS THAT HE IS THE TERRORIST WHOSE NUCLEAR ARMS GOT STOLEN BY THE INDIAN CULT. THE U.N. HAS REASON TO BELIEVE THAT SERGEI IS DEALING IN VAST AMOUNTS OF NUCLEAR AND CHEMICAL ARMS. THE U.N. HAS NO MANDATE TO HANDLE SUCH CONTINGENCIES—BUT THEY STILL WANT TO ELIMINATE THIS WORLD TERRORIST, SO THIS IS WHERE THE AGENCY COMES INTO THE PICTURE. IT'S VERY MUCH AGAINST THE AGENCY'S PRINCIPLES TO PERFORM A HIT ON A FORMER CUSTOMER, BUT CONSIDERING THE POTENTIAL BUSINESS FROM THE U.N., THEY'RE MAKING AN EXCEPTION IN THIS CASE. BECAUSE YOU ALREADY KNOW THE AREA—AND ARE THE AGENCY'S TOP PERFORMER IN THE TRADE—THEY HAVE CHOSEN YOU TO CARRY OUT THIS MISSION. SERGEI IS OCCUPYING THE SAME OFFICE IN ST. PETERSBURG WHERE YOU CARRIED OUT YOUR FIRST MISSION FOR THE AGENCY AFTER COMING OUT OF RETIREMENT. HE'S PARANOID NOW. CHECK YOUR MAP, REFRESH YOUR MEMORY, AND RETRACE YOUR STEPS. UPON ARRIVAL ON THE METRO YOU'LL FIND YOUR EQUIPMENT IN LOCKER 137 AT THE STATION. YOUR ESCAPE ROUTE IS RETURNING ON THE TRAIN.

Mission Objectives

- Kill Sergei Zavorotko
- Escape to the metro

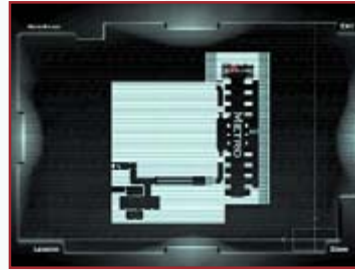


Sergei Zavorotko

Mission Information

THIS MISSION IS SET UP LIKE THE FIRST ONE IN ST. PETERSBURG. THE LOCKER CONTAINS A SNIPER RIFLE, AND YOU CAN USE THE SAME APARTMENT BUILDING TO SHOOT INTO THE SAME OFFICE. THERE ARE ONLY A FEW GUARDS NEAR THE BACK DOOR OF THE PUSHKIN BUILDING AND MORE BEHIND THE APARTMENT BUILDING. AS A SUCCESSFUL ASSASSIN, YOU KNOW THAT YOU NEVER USE THE SAME METHOD TWICE—NOT IF YOU WANT TO STAY ALIVE. WHY HAVE YOU BEEN GIVEN THE EXACT SAME CIRCUMSTANCES AS BEFORE? SOMETHING SMELLS FISHY. YOU BEGIN THE MISSION WITH THE FIBER WIRE AS YOUR ONLY WEAPON. IT'S ALL YOU NEED. PLUS, YOU CAN PICK UP OTHER WEAPONS AS YOU GO.

Maps



Metro station



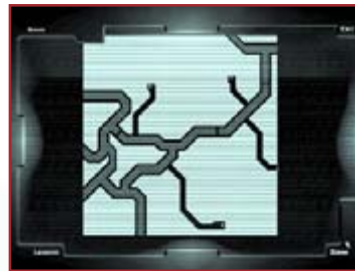
Streets



Pushkin Building
1st floor



Pushkin Building
2nd floor



Sewers

Completing the Assignment

Going in for the Kill



YOU ARE BACK IN THE ST. PETERSBURG METRO STATION.



HEAD OVER TO THE LOCKERS. PICK THE LOCK TO NUMBER 137. IT HOLDS A SNIPER RIFLE BUT NO AMMO. WERE YOU SUPPOSED TO THINK IT WAS ALREADY LOADED? THIS MISSION APPEARS TO BE A SETUP.

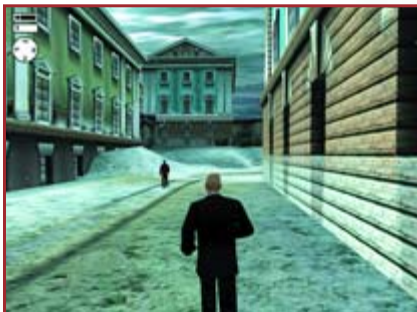
HEAD UP THE STAIRS AND AWAY FROM THE BOARDING AREA.



CONTINUE ALL THE WAY UP TO STREET LEVEL.



MOVE NORTH TO THE BARRICADES LEFT OVER FROM THE PREVIOUS MISSION.



TURN WEST AND HEAD TOWARD THE PUSHKIN BUILDING.



THE ENEMY ASSASIN 17 WILL SPAWN IN THIS WINDOW IF YOU APPROACH FROM THIS SIDE.

Tip



If you walk out in front of the Pushkin Building, even at a distance, the assassin in the window shoots at you with the sniper rifle. Approach the opening in the wall (shown in the screenshot), but stay to the right and out of sight of the window. This will force 17 to spawn in this window but he will not see you. Head back toward the Metro and approach the building from the front—you won't be seen.

KEEP RUNNING RIGHT UP TO THE FRONT DOORS ON THE SOUTHWESTERN SIDE.



THERE ARE NO GUARDS HERE, SO GO ON IN AND UP THE STAIRS.

TURN RIGHT AND HEAD UP THE NEXT FLIGHT OF STAIRS TO THE SECOND FLOOR.



Setup



OPEN THE DOORS;
SOMEONE WITH A SNIPER
RIFLE WAITS TO AMBUSH YOU
ON YOUR WAY TO THE
APARTMENT BUILDING.

SNEAK UP BEHIND THE
ASSASSIN AND USE THE FIBER
WIRE TO ELIMINATE HIM.
CHANGE INTO HIS CLOTHES
AND TAKE THE SNIPER RIFLE.



Tip



The W2000 has only one round in it. Don't use it unless you absolutely have to. Even then, you have to make a perfect headshot on the target since you only get one shot. Although you probably won't use it, take it back for your collection.



IF YOU WERE TO VISIT
SERGEI'S OFFICE, YOU
WOULD FIND A TARGET TO
SHOOT AT.

HOWEVER, SERGEI HAD A
CLONE NUMBERED 17
READY TO KILL YOU. TIME
TO GET OUT.



AFTER KILLING THE CLONE,
RUN DOWNSTAIRS AND OUT
THE FRONT DOOR. GUARDS
SURROUND THE BUILDING.
HOWEVER, SINCE YOU ARE
WEARING 17'S CLOTHES,
THEY LET YOU BY.

HOWEVER, ONCE THEY FIND
THE CLONE'S BODY, THEY
LOOK FOR YOU. THE STAIRS
TO THE METRO ARE
COVERED BY SEVERAL
GUARDS, SO HEAD SOUTH TO
THE STREET RUNNING ALONG
THE RIVER, THEN EAST.



Back to the Sewers



CLIMB DOWN INTO THE
MANHOLE AND TAKE THE
LADDER TO THE SEWERS.



HEAD TOWARD THE ACCESS
TO THE METRO STATION.

AS YOU APPROACH THE
SEWER STREAM, YOU'LL SEE A
GUARD UP AHEAD.





TAKE OUT THE FIBER WIRE AND SNEAK UP BEHIND HIM. KILL HIM TO CLEAR YOUR WAY.



CONTINUE THROUGH THE SMALL ROOM TO THE NEXT DOOR.



TAKE HIS CLOTHES SO YOU CAN GET PAST OTHER GUARDS FARTHER ALONG.



HEAD UP THE SMALL FLIGHT OF STAIRS.

PICK UP THE PISTOL AND RETRIEVE YOUR W2000.

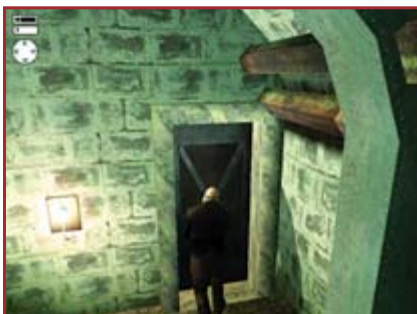


TURN RIGHT AND RUN DOWN THE ESCALATOR.

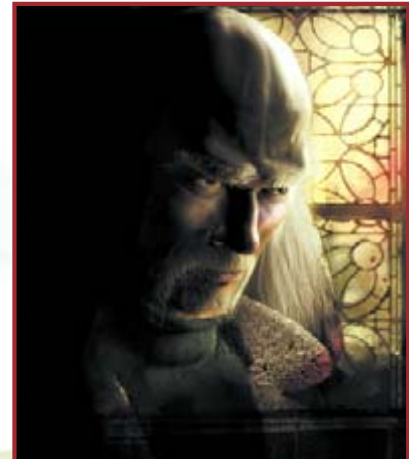
HEAD NORTHEAST THROUGH THE SEWERS. SOME GUARDS WAIT NEAR WHERE YOU TURN TO GO TO THE METRO STATION. HOWEVER, SINCE YOU ARE DISGUISED, THEY PAY NO ATTENTION.



KEEP GOING ALL THE WAY TO THE METRO BOARDING AREA TO COMPLETE THE MISSION.



PICK THE LOCK TO GET THROUGH THE STEEL DOOR.





Redemption at Gontranno Sanctuary

SINCE NUMBER 17 FAILED TO KILL YOU IN ST. PETERSBURG, SERGEI HAS SET UP ANOTHER TRAP FOR YOU AT GONTRANNO SANCTUARY. HE STILL HOLDS FATHER VITTORIO CAPTIVE AND IS USING HIM AS BAIT FOR YOU. THERE IS NO BRIEFING AND NO HELP FROM THE AGENCY ON THIS MISSION. YOU'RE ON YOUR OWN—THIS TIME IT'S PERSONAL.

Mission Objectives

- Kill all Sergei's bodyguards
- Save Vittorio by killing Sergei

Mission Information

THIS MISSION IS THE TOUGHEST—AND BLOODIEST—YOU HAVE FACED. THERE IS NO NEED TO TRY TO LIMIT CASUALTIES. IN FACT, YOU MUST KILL ALL OF SERGEI'S BODYGUARDS AS A MISSION OBJECTIVE. THE FIRST PART OF THE MISSION IS PROBABLY THE MOST DIFFICULT. YOU BEGIN WITH ONLY THE FIBER WIRE FOR A WEAPON. IF YOU CAN GET TO THE TOOL SHED, ALL OF THE WEAPONS YOU COLLECTED DURING YOUR PREVIOUS MISSIONS ARE WAITING.

Weapons and Equipment

- All of the weapons and equipment you have collected during the course of the game

Maps



Monastery gardens



Church

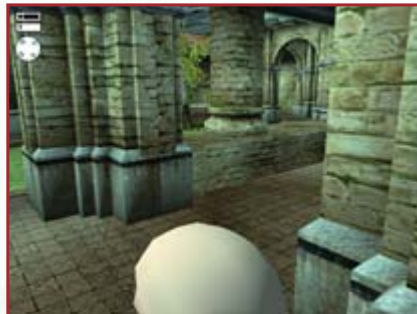


Dungeon



Completing the Assignment

To the Tool Shed



THE MISSION BEGINS IN THE COURTYARD OUTSIDE THE CHAPEL. TWO GUARDS PATROL THE AREA, AND THEY WILL SHOOT YOU ON SIGHT.

LOOK AROUND THE CORNER TO THE EAST. WHEN BOTH HEAD NORTH, RUN FOR THE SECOND-TO-LAST PILLAR. ONE GUARD PATROLS BACK AND FORTH IN FRONT OF THE GATE WHILE THE OTHER MAKES A CIRCUIT AROUND THE COURTYARD.



Tip

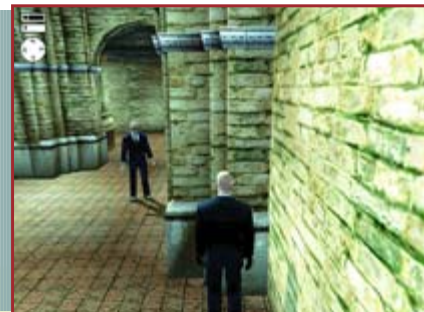


In third-person view, you can see around the corner of objects without exposing 47 to the view of the enemy. Use this ability during the mission to see where the guards are without letting them see you.



AFTER THE GUARDS LOOK BACK, HEAD NORTH AGAIN, SPRINT TO THE LAST PILLAR AND HIDE BEHIND IT.

MAKE SURE THE GUARD IS NOT LOOKING, THEN RUN TO THE PILLAR NEXT TO THE GATE AND HIDE BEHIND IT. THE GUARD LOOKS BACK BECAUSE HE THOUGHT HE HEARD SOMETHING, BUT IF YOU ARE OUT OF HIS SIGHT, HE WILL TURN AROUND AND WALK AWAY.



Eliminating the Bodyguards



CAREFULLY WALK UP TO THE GATE. CHECK THE MAP TO SEE THE LOCATION OF THE GUARD PATROLLING ON THE OTHER SIDE OF THE GATE.



WHEN YOU ARE READY, OPEN THE GATE AND RUN THROUGH IT. RUN AND JUMP DOWN THE STONE PATHWAY TO THE GARDEN BELOW.

KEEP RUNNING ALL THE WAY TO THE SHED. THE GUARDS SHOOT AT YOU, AND YOU MAY TAKE A HIT, BUT IF YOU KEEP RUNNING YOU'LL MAKE IT. LUCKILY THE DOOR IS NOT LOCKED, SO GET INSIDE.



THE WALLS OF THE SHED STOP THE GUARDS' BULLETS. HOWEVER, THE GUARDS WILL FOLLOW YOU IN.

YOU HAVE A LOT OF WEAPONS FROM WHICH TO CHOOSE. FOR RIGHT NOW, GRAB SOMETHING AUTOMATIC. THE M60 IS ALWAYS A GOOD CHOICE. IF YOU DON'T HAVE ONE, TAKE AN AK, AN SMG, OR AN UZI.



TAKE OUT THE GUARDS AS THEY APPROACH THE DOORWAY.

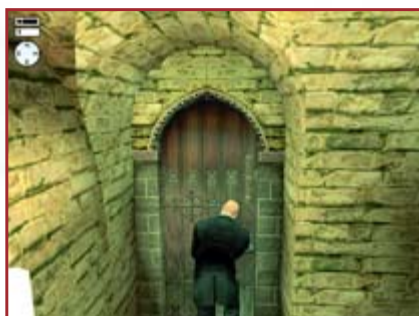


STRAFE OUT THROUGH THE DOOR TO TAKE DOWN THE GUARDS COMING FROM THE DIRECTION OF THE COURTYARD.

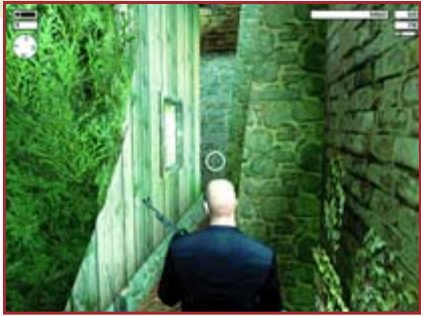
ONCE IT IS CLEAR AROUND THE TOOL SHED, GO BACK INSIDE AND STOCK UP ON AMMO. GRAB THE BALLERS JUST IN CASE.



FULLY ARMED, HEAD TOWARD YOUR OLD QUARTERS. WATCH OUT FOR THE SNIPER ON TOP OF THE RUINS YOU USED FOR TRAINING. A QUICK BURST ELIMINATES HIM. GO THROUGH THE DOOR INTO THE CHAPEL DUNGEON AREA.



ONCE INSIDE, GO PAST THE STAIRWAY UP INTO THE CHAPEL AND ON TO THE DOOR ON THE RIGHT. PICK THE LOCK. ONCE IT IS UNLOCKED, OPEN THE DOOR AND ENTER THE ROOM. PICK UP THE KEY HANGING ON THE FAR WALL AND EXIT BACK TO THE OUTSIDE.



AS YOU LEAVE THE DUNGEON AREA, TAKE AN IMMEDIATE RIGHT BETWEEN THE QUARTERS AND THE STONE WALL OF THE CHAPEL.



GO THROUGH THE DOOR ON THE LEFT AND STRAFE AROUND THE CORNER TO TAKE OUT ANY REMAINING GUARDS.

YOU'LL COME TO A SECRET PASSAGE INTO THE CHAPEL. THE KEY YOU PICKED UP IN THE DUNGEON OPENS THIS DOOR.



HEAD WEST AND PICK OFF THE GUARD IN THE OTHER STAIRWELL.



HEAD UPSTAIRS TO THE FIRST FLOOR OF THE CHAPEL. YOU'LL COME TO A ROOM WITH TWO DOORS AND SOME WOODEN STAIRS.



ENTER THE STAIRWELL AND OPEN THE DOOR. GET READY TO FIRE—A LARGE GROUP OF GUARDS WAITS IN THE CHAPEL FOR YOU. STRAFE RIGHT TO DUCK BEHIND THE WALL FOR COVER.

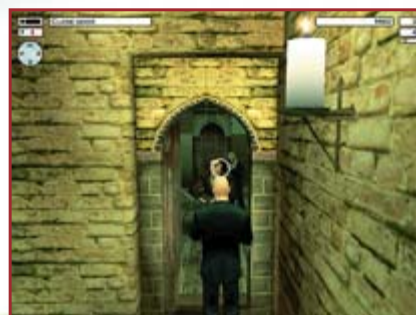


SNEAK UP TO THE DOOR ON THE LEFT. OPEN IT AND GET READY TO SHOOT. THERE'S A GUARD ON THE OTHER SIDE.

MOVE EAST THROUGH THE REAR ENTRY AREA TO THE FIRST STAIRWELL WHERE YOU ENTERED THE GROUND FLOOR OF THE CHAPEL. OPEN THE DOOR AND CLEAR OUT THE OTHER SIDE OF THE CHAPEL. IT'S TIME TO HEAD UPSTAIRS.



AFTER YOU SHOOT, BACK UP AND GET READY FOR A GUARD TO COME THROUGH THE OTHER DOOR. COVER BOTH DOORS, SHOOTING ANYONE WHO COMES THROUGH UNTIL THINGS COOL DOWN.



OPEN THE WESTERN DOOR AND EXTERMINATE THE TWO GUARDS ON THE BALCONY AREA ABOVE THE CONFESSIONAL.

OPEN THE NORTHERN DOOR AND OPEN FIRE ON A COUPLE MORE TANGOS ON THE BALCONY AREA.

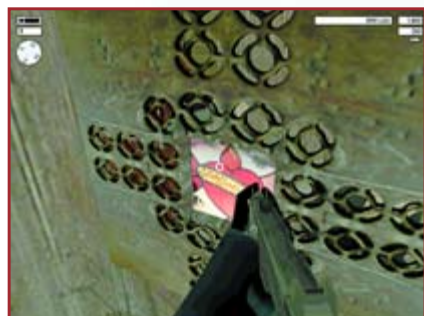


THERE ARE MORE TANGOS ON THE OPPOSITE BALCONY TO THE WEST, SO GO THROUGH THE WESTERN DOOR, ACROSS THE BALCONY OVER THE CONFESSIONAL, OVER TO THE OTHER STAIRWELL. OPEN THE NORTHERN DOOR AND FIRE AWAY AT TWO MORE GUARDS.

WALK OUT ON THE BALCONY AND SHOOT DOWN AT ANY GUARDS REMAINING ON THE CHAPEL FLOOR. WHEN YOU HEAR FATHER VITTORIO TALKING, ALL OF THE BODYGUARDS ARE DEAD. KEEP SEARCHING THE AREA UNTIL YOU MEET THIS FIRST OBJECTIVE. USE THE MAP TO LOCATE ANY SURVIVING ENEMIES.



Now for Sergei



AFTER ALL THE BODYGUARDS ARE DEAD, HEAD DOWN TO THE CONFESSIONAL. ENTER THE CONFESSIONAL. SERGEI AND VITTORIO ARE ON THE OTHER SIDE. AIM AT THE HEART IN THE MIDDLE AND TAKE A SHOT.

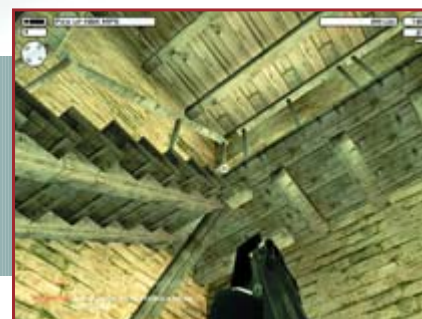


IT WILL HIT SERGEI BUT NOT KILL HIM.

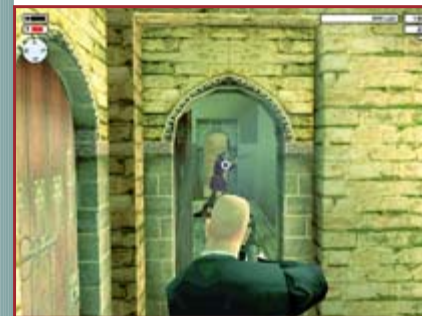


INSTEAD HE KNOCKS VITTORIO DOWN AND BREAKS OUT THROUGH THE WALL OF THE CONFESSIONAL INTO THE CHAPEL.

LET HIM GO FOR NOW — DON'T TRY TO CHASE AFTER HIM. INSTEAD, HEAD UP THE STAIRWELL OPPOSITE THE ONE TAKEN BY SERGEI.

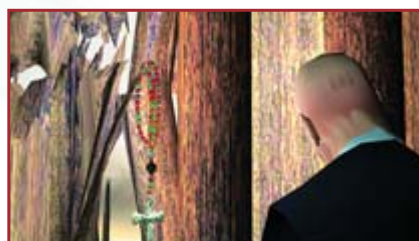


YOU FIND HIM ON THE BALCONY ABOVE THE CONFESSIONAL. HE IS WAITING FOR YOU TO GO OUT INTO THE CHAPEL. HOWEVER, YOU CAN GET THE DROP ON HIM. DON'T TRY FOR A NICE SINGLE SHOT TO THE HEAD. INSTEAD, UNLOAD AN AUTOMATIC INTO HIM TO MAKE SURE YOU TAKE HIM DOWN.



WITH SERGEI'S DEATH, YOU HAVE SUCCESSFULLY COMPLETED THE MISSION — AND THE GAME.

FATHER VITTORIO OFFERS SOME PARTING WORDS FOR YOU.



HITMAN 47 MAKES HIS DEPARTURE FROM GONTRANNO.